

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk PXH-99

Movement Points: **Tonnage:** 45
Walking: 0 **Tech Base:** Inner Sphere
Running: -1 **Rules Level:** Advanced
Jumping: 1 **Role:** Juggernaut
Engine Type: 45 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Modular Armor	LL	—	[E]	—	—	—	—
1	Modular Armor	RL	—	[E]	—	—	—	—
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5
1	Large X-Pulse Laser	RA	14	9 [P]	—	5	10	15
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	Modular Armor	LT	—	[E]	—	—	—	—
1	Modular Armor	RT	—	[E]	—	—	—	—

WARRIOR DATA

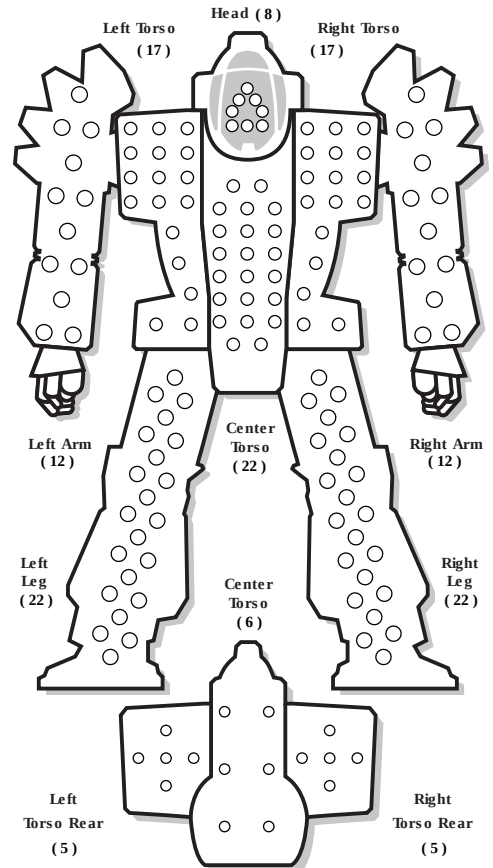
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM

Hardened



BV: 1,444



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Small Laser

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Improved Jump Jet
- Improved Jump Jet
- Modular Armor

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Modular Armor
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

1-3

- Heavy Duty Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

4-6

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Large X-Pulse Laser
- Large X-Pulse Laser
- ER Medium Laser
- ER Small Laser
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Improved Jump Jet
- Improved Jump Jet
- Modular Armor

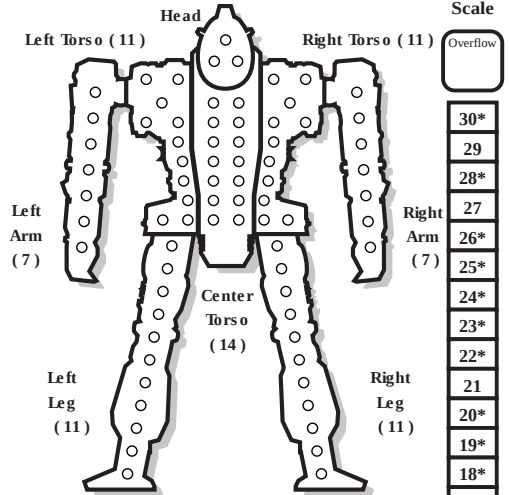
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Modular Armor
- Roll Again

INTERNAL STRUCTURE DIAGRAM

Standard Structure



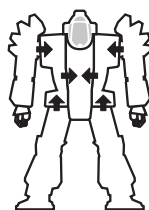
HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0



Damage Transfer Diagram