

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk PXH-1D

Movement Points: Tonnage: 45
Walking: 6 Tech Base: Inner Sphere
Running: 9 Rules Level: Introductory
Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	—	5	10	15
1	Medium Laser	RA	3	5	—	3	6	9
1	Medium Laser	LA	3	5	—	3	6	9

BV: 1,430

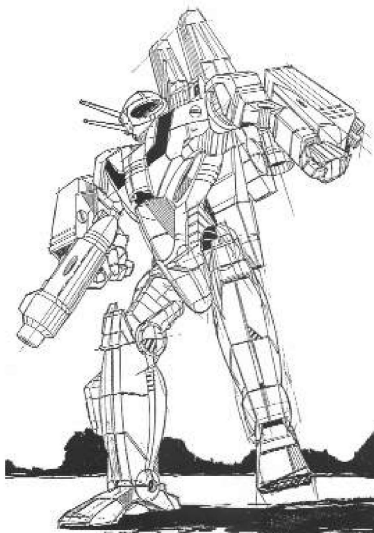


WARRIOR DATA

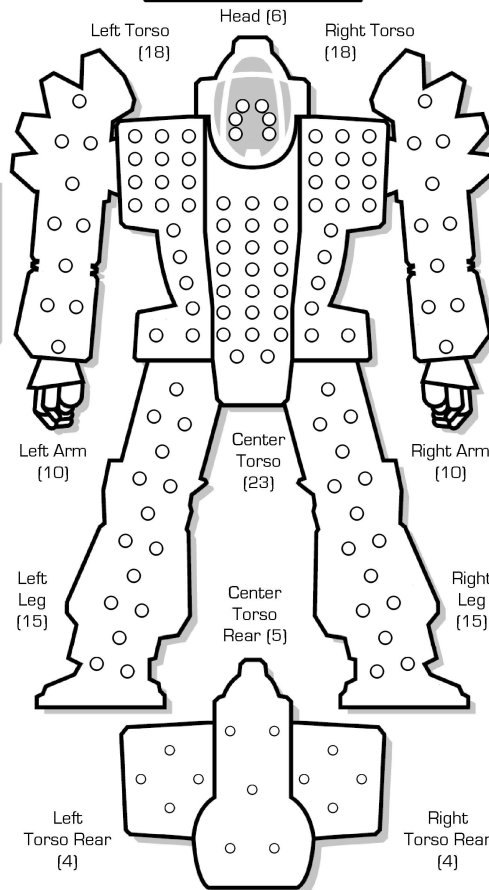
Name: Abby 'Pipsqueak' Shao

Gunnery Skill: 3 Piloting Skill: 4

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

4-6

Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

1-3

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

Left Leg

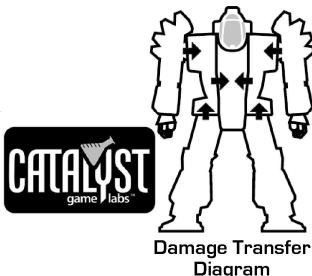
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

4-6

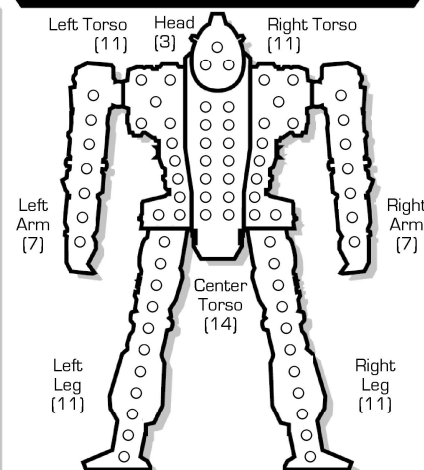
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

4-6



INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
28	Ammo Exp. avoid on 8+	Single
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	○○○○○