

BATTLETECH™

LAND-AIR 'MECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk LAM Mk I PHX-HK1R
Tonnage: 50 Tech Base: Inner Sphere
Movement Points: Rules Level: Experimental
BattleMech Role: Striker
Walking: 5 AirMech Fighter
Running: 8 Walking: 2 Cruising: 15 Safe Thrust: 5
Jumping: 5 Running: 3 Flanking: 23 Max Thrust: 8
Engine Type: 250 Fusion

Weapons & Equipment Inventory

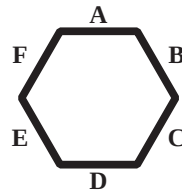
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Active Probe	LT	—	[E]	—	—	—	4
(Beagle)								
1	Snub-Nose PPC	RT	10	10/8/5 [DE,V]	—	9	13	15

WARRIOR DATA

Name: _____
BattleMech
Gunnery Skill: _____ Piloting Skill: _____
Aerospace
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

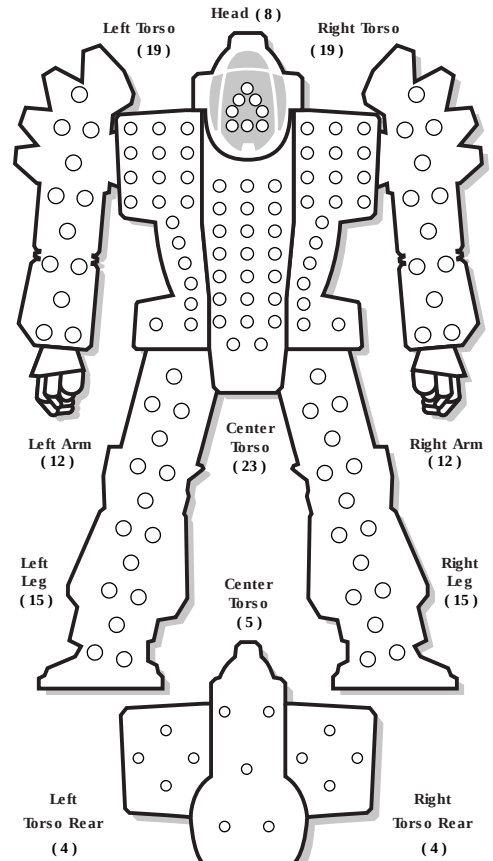
1	2	3	4	5	6
3	5	7	10	11	Dead

Advanced
Movement
Compass



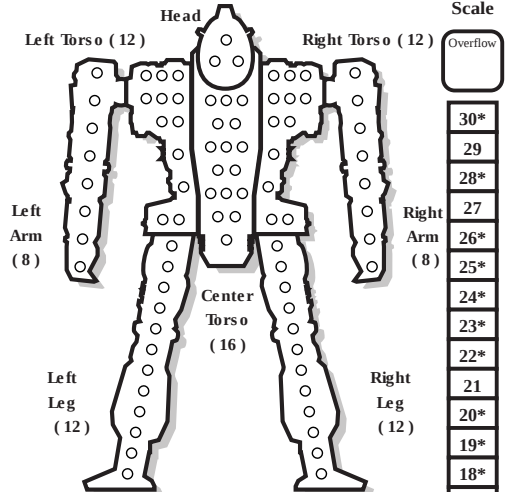
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Landing Gear
- Avionics
- Jump Jet
- Jump Jet
- Medium Laser
- Active Probe (Beagle)

1-3

- Active Probe (Beagle)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Avionics
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Landing Gear
- Jump Jet

Avionics Hits ○○○○
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Landing Gear ○
Life Support ○
Structural Integrity ○○○○○○○○
○○○○○○○○○

CATALYST
game labs

Damage Transfer
Diagram



Right Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Landing Gear
- Avionics
- Jump Jet
- Jump Jet
- Snub-Nose PPC
- Snub-Nose PPC

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20) (AirMech +3)
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	/Rand. Movement 10+	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
20	/Rand. Movement 8+	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	/Rand. Movement 7+	○
13	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
10	/Rand. Movement 6+	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○
5	/Rand. Movement 5+	○