

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Phoenix Hawk IIC 10

Movement Points: **Tonnage:** 80  
**Walking:** 5 **Tech Base:** Mixed  
**Running:** 8 **Rules Level:** Standard  
**Jumping:** 5 **Role:** Skirmisher  
**Engine Type:** 400 XL

### Weapons & Equipment Inventory

| Qty | Type               | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | Hatchet            | RA  | —  | 16      | —   | —   | —   | —   |
| 3   | ER Medium Laser    | LT  | 5  | 7 [DE]  | —   | 5   | 10  | 15  |
| 3   | ER Medium Laser    | RT  | 5  | 7 [DE]  | —   | 5   | 10  | 15  |
| 1   | ER Large Laser (C) | CT  | 12 | 10 [DE] | —   | 8   | 15  | 25  |
| 1   | ER Large Laser (C) | HD  | 12 | 10 [DE] | —   | 8   | 15  | 25  |

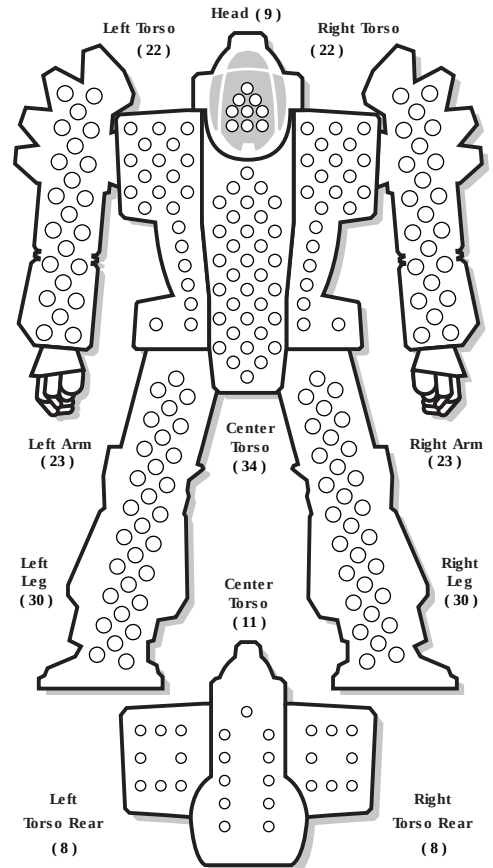
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

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

### ARMOR DIAGRAM

#### Ferro-Fibrous

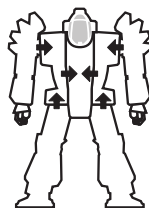


BV: 2,762

### CRITICAL TABLE

| Left Arm   |                       | Head         |                     | Right Arm   |                       |
|------------|-----------------------|--------------|---------------------|-------------|-----------------------|
| 1-3        | 1. Shoulder           | 1-3          | 1. Life Support     | 1-3         | 1. Shoulder           |
|            | 2. Upper Arm Actuator |              | 2. Sensors          |             | 2. Upper Arm Actuator |
|            | 3. Lower Arm Actuator |              | 3. Cockpit          |             | 3. Lower Arm Actuator |
|            | 4. Hand Actuator      |              | 4. ER Large Laser   |             | 4. Hand Actuator      |
|            | 5. Endo Steel         |              | 5. Sensors          |             | 5. Hatchet [IS]       |
|            | 6. Endo Steel         |              | 6. Life Support     |             | 6. Hatchet [IS]       |
| Left Torso |                       | Center Torso |                     | Right Torso |                       |
| 1-3        | 1. XL Fusion Engine   | 1-3          | 1. XL Fusion Engine | 1-3         | 1. Hatchet [IS]       |
|            | 2. XL Fusion Engine   |              | 2. XL Fusion Engine |             | 2. Hatchet [IS]       |
|            | 3. Jump Jet           |              | 3. XL Fusion Engine |             | 3. Hatchet [IS]       |
|            | 4. Jump Jet           |              | 4. Gyro             |             | 4. Hatchet [IS]       |
|            | 5. ER Medium Laser    |              | 5. Gyro             |             | 5. Endo Steel         |
|            | 6. ER Medium Laser    |              | 6. Gyro             |             | 6. Ferro-Fibrous      |
| 4-6        | 1. ER Medium Laser    | 4-6          | 1. Gyro             | 4-6         | 1. XL Fusion Engine   |
|            | 2. Roll Again         |              | 2. XL Fusion Engine |             | 2. XL Fusion Engine   |
|            | 3. Roll Again         |              | 3. XL Fusion Engine |             | 3. Jump Jet           |
|            | 4. Roll Again         |              | 4. XL Fusion Engine |             | 4. Jump Jet           |
|            | 5. Roll Again         |              | 5. Jump Jet         |             | 5. ER Medium Laser    |
|            | 6. Roll Again         |              | 6. ER Large Laser   |             | 6. ER Medium Laser    |
| Left Leg   |                       | Engine Hits  |                     | Right Leg   |                       |
| 1-3        | 1. Hip                | 1-3          | 1. ER Medium Laser  | 1-3         | 1. Hip                |
|            | 2. Upper Leg Actuator |              | 2. Roll Again       |             | 2. Upper Leg Actuator |
|            | 3. Lower Leg Actuator |              | 3. Roll Again       |             | 3. Lower Leg Actuator |
|            | 4. Foot Actuator      |              | 4. Roll Again       |             | 4. Foot Actuator      |
|            | 5. Endo Steel         |              | 5. Roll Again       |             | 5. Endo Steel         |
|            | 6. Ferro-Fibrous      |              | 6. Roll Again       |             | 6. Ferro-Fibrous      |

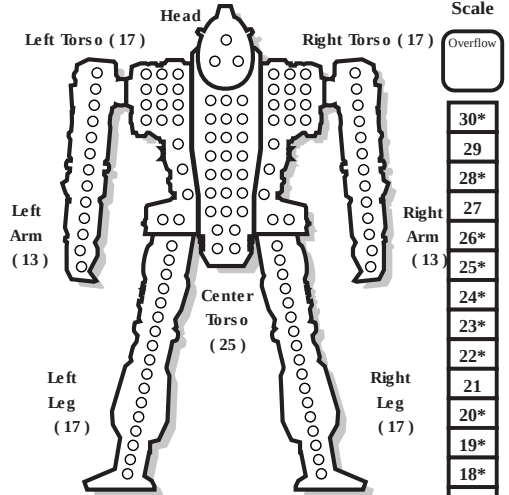
Engine Hits ○○○○  
 Gyro Hits ○○○○  
 Sensor Hits ○○○○  
 Life Support ○



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: |
|-------------|------------------------|--------------------|
| 30          | Shutdown               | 16 (32)            |
| 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

| Heat Scale |
|------------|
| 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          |