

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Phoenix PX-3R

Movement Points: Tonnage: 50
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Era: Age of War
 Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	SRM 2	LT	2	2/Mst	3	6	9	
1	PPC	RA	10	10	3	6	12	18

Cost: 4,234,250

BV: 2,036

WARRIOR DATA

Name: Vagabond (Player 5)

Gunnery Skill: 1 Piloting Skill: 4

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

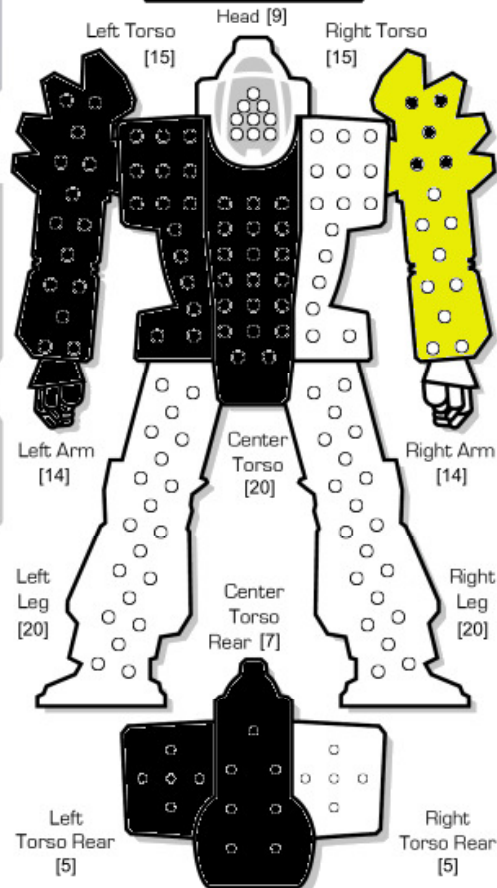
RULES LEVELS

Current: Introductory
 Era Specific: Introductory
 Year Specific: Introductory



Armor Factor = 144

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Right Arm

- Shoulder
 - Upper Arm Actuator
 - PPC
 - PPC
 - PPC
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- Jump Jet
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 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
- Heat Sink
- Jump Jet

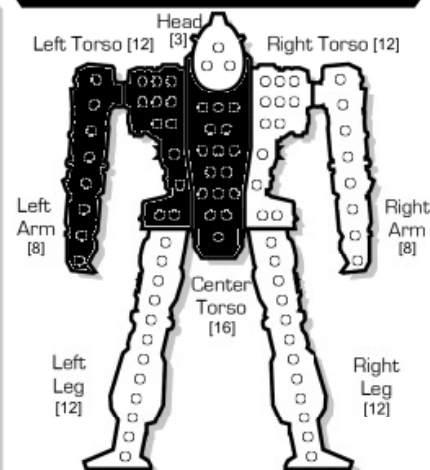
Engine Hits ●●●●
 Gyro Hits ●●●
 Sensor Hits ○○
 Life Support ○



Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overheat 0

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	Single
28	Ammo Exp. avoid on 8+	11
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	○○○○○○○○○○○○