

'MECH RECORD SHEET

Type: Phoenix Hawk PXH-1

Movement Points:	Tonnage: 45
Walking: 6	Tech Base: Inner Sphere
Running: 9	2568
Jumping: 6	D/C-E-D-D

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Machine Gun	RA	0	2	-	1	2	3
				[DB, AI]				
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Machine Gun	LA	0	2	-	1	2	3
				[DB, AI]				

Ammunition Type	Rounds
MG	200

Cost: 4.066.090 C-Bills
+1.000 (ammo)

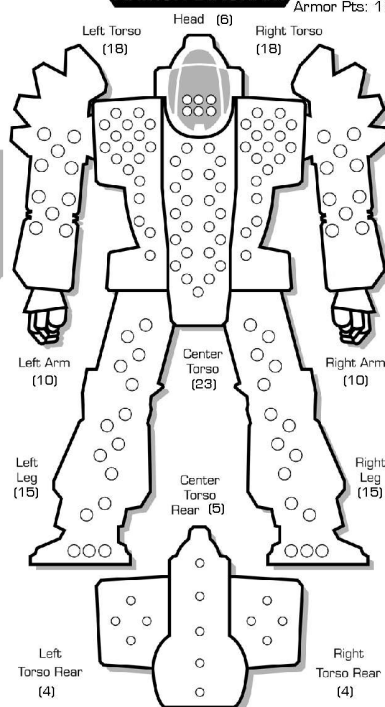
BV: 1.041
Weapon Heat [14]
Dissipation [10]

Name: _____

Gunnery Skill: 4 Piloting Skill: 5

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

Armor Pts: 128



Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

Attacker:	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Damage:	
Sensors	+2
Shoulder	+4
Arm Actuator (Each)	+1
Target:	
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone:	
Adjacent	-2
Not Adjacent	+1
Range:	
Short	+0
Medium	+2
Long	+4

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Medium Laser
- Machine Gun

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

Left Torso

- Jump Jet
- Jump Jet
- Jump Jet

1-3

- Roll Again
- Roll Again
- Roll Again

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

4-6

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine

1-3

- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (MG) 200
- Roll Again

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Large Laser
- Large Laser

- Medium Laser
- Machine Gun

4-6

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

Right Torso

- Jump Jet
- Jump Jet
- Jump Jet

1-3

- Roll Again
- Roll Again
- Roll Again

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

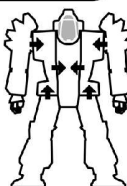
4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

- Roll Again
- Roll Again



Diagram illustrating the distribution of points for the 'Scale' variable across different body parts. The points are distributed as follows:

- Head: 10 points
- Left Torso: 11 points
- Right Torso: 11 points
- Left Arm: 7 points
- Right Arm: 7 points
- Left Leg: 11 points
- Right Leg: 11 points
- Centar Torso: 14 points

Scale Overbure

30
29
28
27
26
25
24
23
22
21
20
19
18
17

Heat Level*	Effects	Heat Sinks: 10 Single	14"
30	Shutdown		13"
28	Ammo Exp. avoid on 8+		12
26	Shutdown, avoid on 10+		11
25	+5 Movement Points	○	10"
24	-4 Modifier to Fire	○	9
23	Ammo Exp. avoid on 6+	○	8"
22	Shutdown, avoid on 8+	○	7
20	-4 Movement Points	○	6
19	Ammo Exp. avoid on 4+	○	5"
18	Shutdown, avoid on 6+	○	4
17	+3 Modifier to Fire	○	3
15	-3 Movement Points	○	2
14	Shutdown, avoid on 4+	○	1
13	+2 Modifier to Fire	○	
10	-2 Movement Points		
8	+1 Modifier to Fire		
5	-1 Movement Points		

Roll	Left	Fr/Bk	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

Roll	Left	Fr/Bk	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

Punch	+0	Punch	1/10t
Kick	-2	Kick	1/5t
* Hatchet	-1	Std	1/5t
* Sword	-2	Std	1/10t
* Blade	-2	Std	1/10t

[illegible]

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40