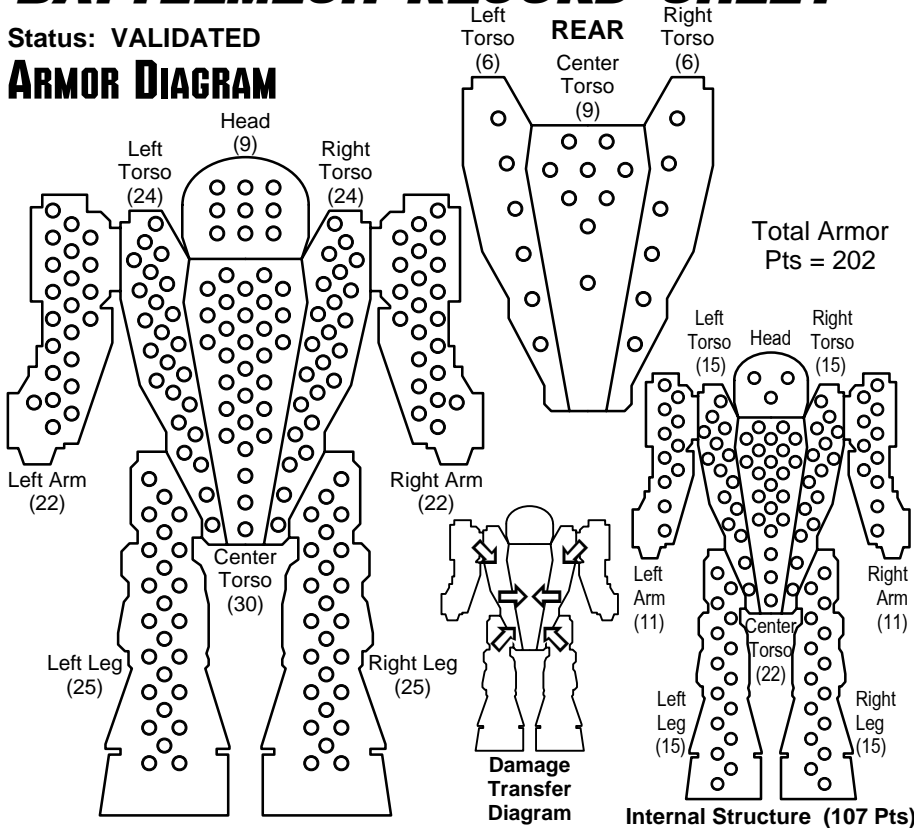


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Summoner Mk1 B**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **5**

Clan

Biped OmniMech

Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	Streak SRM 6	RA	4	2/hit	-	4	8	12
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	LRM 15 w/ Artemis IV RT		5	1/hit	-	7	14	21
1	LRM 15 w/ Artemis IV LT		5	1/hit	-	7	14	21
1	Anti-Missile System	CT	1	2d6	-	-	-	-
1	Anti-Missile System	HD	1	2d6	-	-	-	-

Ammo Type:	Rounds:	BV:
Streak SRM 6	30	61
LRM 15	32	170
Anti-Missile System	24	27

Total Heat Sinks: **14 Double (28)**

○○○○○○○○○○ ○○○○

Auto Eject:

Operational Disabled

Weapon Heat:

(30)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	



Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. ER Medium Laser

1. Streak SRM 6
2. Streak SRM 6
3. Ammo (Streak 6) 15
4. Double Heat Sink
5. Double Heat Sink
6. Roll Again

Left Torso (CASE)

1. XL Engine
2. XL Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ammo (AMS) 24
2. LRM 15
3. LRM 15
4. Artemis IV FCS
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

CRITICAL HIT TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Anti-Missile System
5. Sensors
6. Life Support

Center Torso

1. XL Engine
 2. XL Engine
 3. XL Engine
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. XL Engine
 3. XL Engine
 4. XL Engine
 5. Anti-Missile System
 6. Jump Jet

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

Battle Value: **2,793**

Weapon Value: **3,177 / 2,625**

Cost, C-Bills: **22,912,457**

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. ER Medium Laser

1. Streak SRM 6
2. Streak SRM 6
3. Ammo (Streak 6) 15
4. Double Heat Sink
5. Double Heat Sink
6. Roll Again

Right Torso (CASE)

1. XL Engine
2. XL Engine
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. LRM 15
2. LRM 15
3. Artemis IV FCS
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet