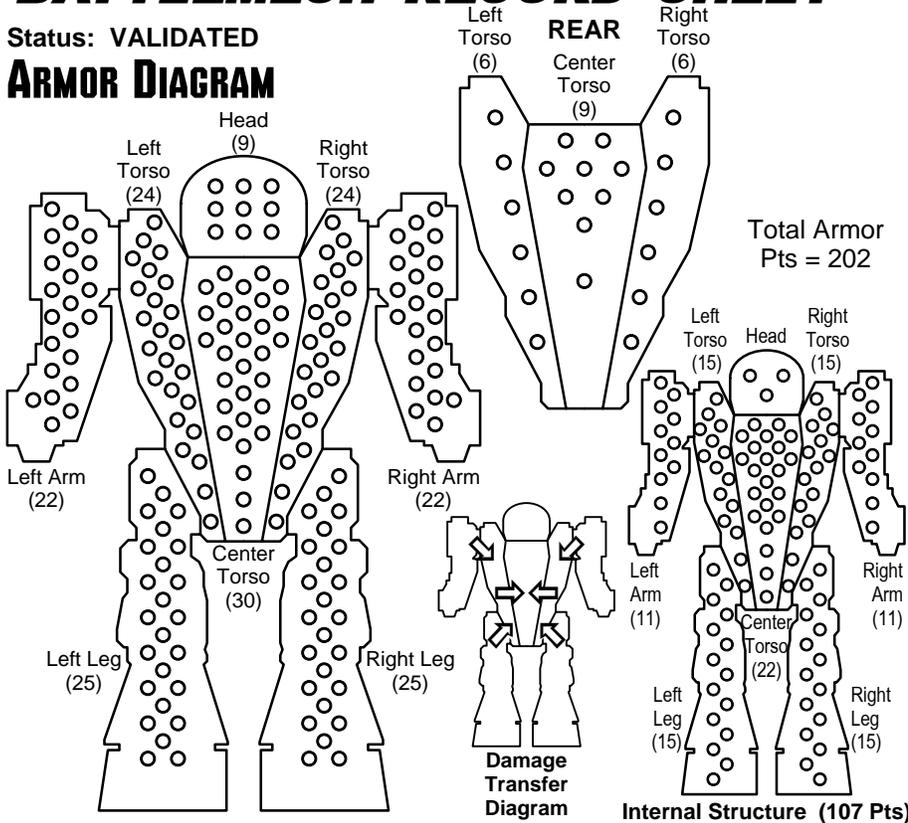


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Summoner Mk1 A**  
 Mass: **70 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **5** Clan  
 Running: **8** Biped OmniMech  
 Jumping: **5** Level 2 / 3050

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10	-	6	14	20
1	Gauss Rifle	LA	1	15	2	7	15	22
1	LRM 15	RT	5	1/hit	-	7	14	21
1	SRM 6	CT	4	2/hit	-	3	6	9

**Ammo Type:**      **Rounds:**      **BV:**

Gauss Rifle	16	133
LRM 15	8	42
SRM 6	15	14

**Total Heat Sinks: 12 Double (24)**  
 ○○○○○○○○○○○○ ○○

**Auto Eject:**      **Weapon Heat:**  
 Operational     Disabled      (20)

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### CRITICAL HIT TABLE

Left Arm (CASE)	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Ferro-Fibrous	3. Cockpit	3. Endo Steel
4. Ferro-Fibrous	4. Roll Again	4. Endo Steel
5. Ferro-Fibrous	5. Sensors	5. Endo Steel
6. Gauss Rifle	6. Life Support	6. Large Pulse Laser
1. Gauss Rifle		1. Large Pulse Laser
2. Gauss Rifle		2. Roll Again
3. Gauss Rifle		3. Roll Again
4. Gauss Rifle		4. Roll Again
5. Gauss Rifle		5. Roll Again
6. Ammo (Gauss) 8		6. Roll Again
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. SRM 6		
6. Jump Jet		
1. XL Engine		
2. XL Engine		
3. Ferro-Fibrous		
4. Ferro-Fibrous		
5. Ferro-Fibrous		
6. Ferro-Fibrous		
1. Ammo (Gauss) 8		
2. Roll Again		
3. Roll Again		
4. Roll Again		
5. Roll Again		
6. Roll Again		
1. Hip		
2. Upper Leg Actuator		
3. Lower Leg Actuator		
4. Foot Actuator		
5. Jump Jet		
6. Jump Jet		

**Engine Hits** ○ ○ ○

**Gyro Hits** ○ ○

**Sensor Hits** ○ ○

**Life Support** ○

Battle Value: **2,554**  
 Weapon Value: **2,688 / 2,688**  
 Cost, C-Bills: **21,244,332**

### HEAT SCALE

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

**WIZ KIDS GAMES**