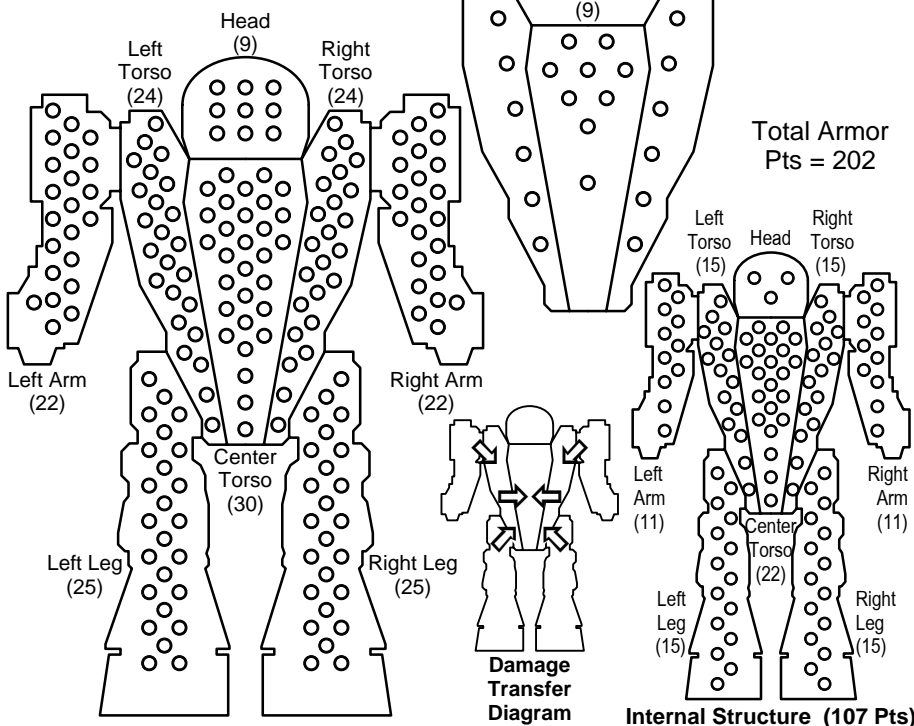


# BATTLETECH®

## 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:  Operational  Disabled      Weapon Heat: (20)

### 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	** Avoid Inferno explosion on.. Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+ -5 Movement Points
25	
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	
4	
3	
2	
1	
0	-1 Movement Points



### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Gauss Rifle
- 1-3 Gauss Rifle
- 1-3 Gauss Rifle
- 1-3 Gauss Rifle
- 1-3 Gauss Rifle
- 1-3 Gauss Rifle
- 4-6 Ammo (Gauss) 8

### Left Torso

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Ammo (Gauss) 8
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 4-6 Roll Again

### Left Leg

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

### CRITICAL HIT TABLE

#### Head

- 1-3 Life Support
- 1-3 Sensors
- 1-3 Cockpit
- 1-3 Roll Again
- 1-3 Sensors
- 1-3 Life Support

#### Center Torso

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro
- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 SRM 6
- 1-3 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**

### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Large Pulse Laser
- 1-3 Large Pulse Laser
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 4-6 Roll Again

### Right Torso (CASE)

- 1-3 XL Engine
- 1-3 XL Engine
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 Endo Steel
- 1-3 LRM 15
- 1-3 LRM 15
- 1-3 Ammo (LRM 15) 8
- 1-3 Ammo (SRM 6) 15
- 1-3 Roll Again
- 1-3 Roll Again
- 4-6 Roll Again

### Right Leg

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