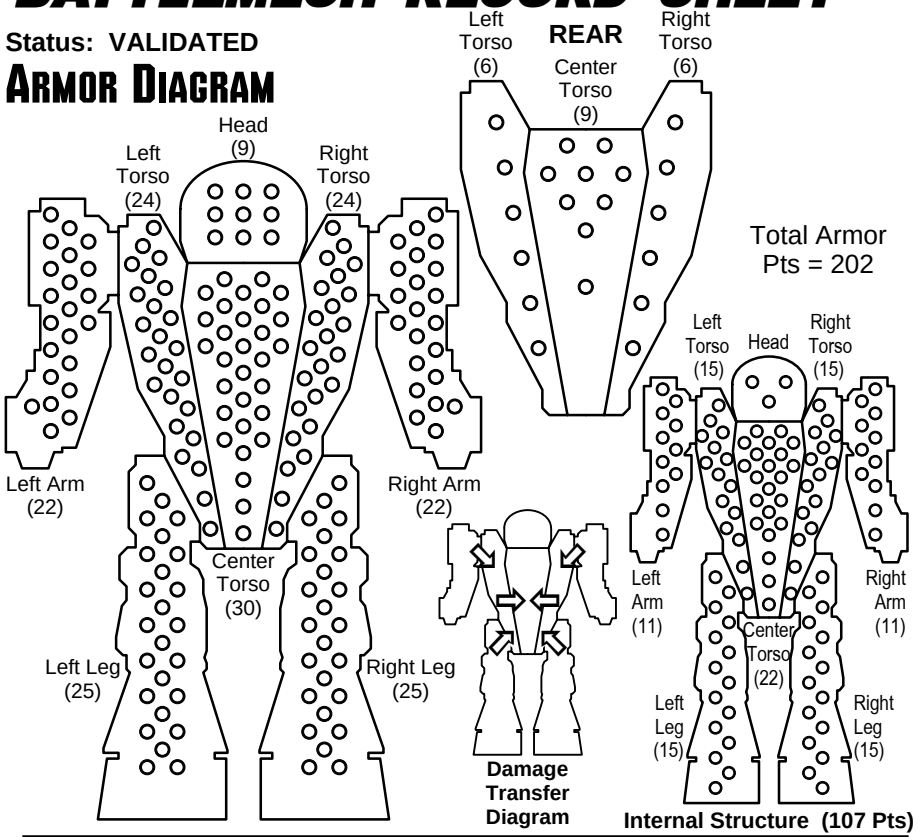
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 202

'MECH DATA

Type: Summoner Mk1 C
Mass: 70 tons

Movement Points:		Tech, Config. & Level:
Walking:	5	Clan
Running:	8	Biped OmniMech
Jumping:	5	Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med	Lng
1	Ultra AC/20	RA	7	20	-	4	8	12
1	ER Large Laser	LA	12	10	-	8	15	25
2	Streak SRM 4	LT	3	2/hit	-	4	8	12

Ammo Type:	Rounds:	BV:
Ultra AC/20	15	212
Streak SRM 4	25	20

Total Heat Sinks: 15 Double (30)
○○○○○○○○○○ ○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (32)

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

4-6:
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso (CASE)
1-3:
1. XL Engine
2. XL Engine
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

4-6:
1. Streak SRM 4
2. Streak SRM 4
3. Ammo (Streak 4) 25
4. Jump Jet
5. Jump Jet
6. Jump Jet

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1-3:
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Double Heat Sink
6. Double Heat Sink

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

Battle Value: 2,380
Weapon Value: 2,242 / 2,010
Cost, C-Bills: 21,594,957

Right Arm (CASE)
1-3:
1. Shoulder
2. Upper Arm Actuator
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. Ammo (Ult AC/20) 5

4-6:
1. Ammo (Ult AC/20) 5
2. Ammo (Ult AC/20) 5
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

Right Torso
1-3:
1. XL Engine
2. XL Engine
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6:
1. Ultra AC/20 (Cont)
2. Ultra AC/20 (Cont)
3. Ultra AC/20 (Cont)
4. Ultra AC/20 (Cont)
5. Jump Jet
6. Jump Jet

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

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	

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