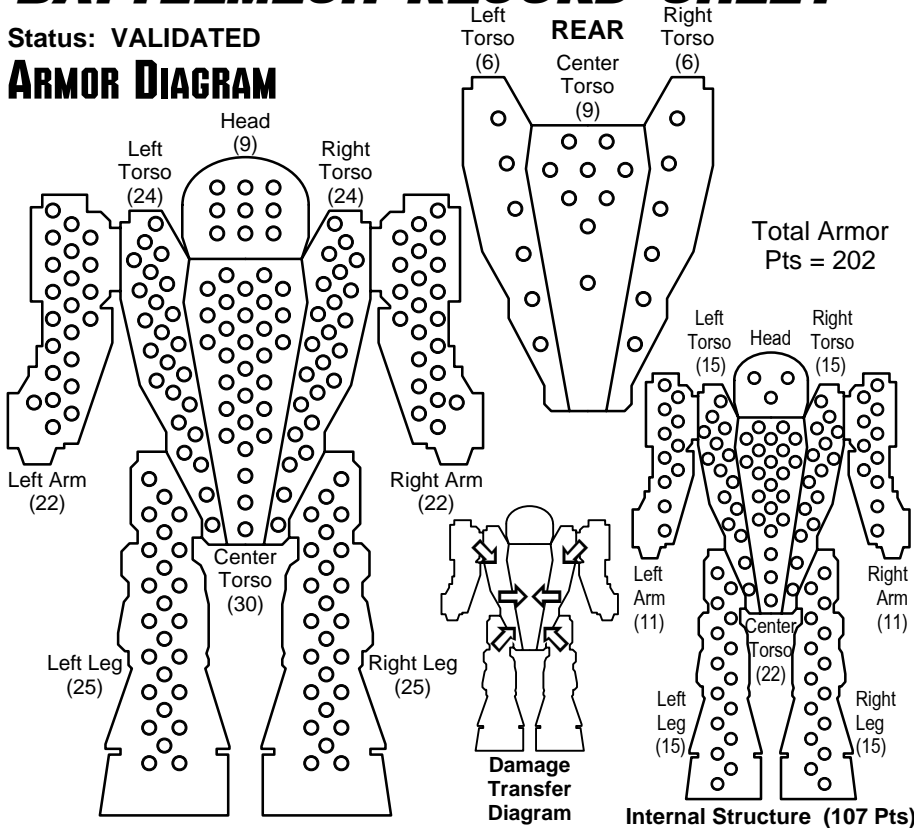


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Summoner Mk1 Prime**
 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	ER PPC	RA	15	15	-	7	14	23
1	LB 10-X AC	LA	2	10	-	6	12	18
1	LRM 15	RT	5	1/hit	-	7	14	21
1	SRM 6	CT	4	2/hit	-	3	6	9

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

LB 10-X AC	20	77
LRM 15	16	85
SRM 6	15	14

Total Heat Sinks: 13 Double (26)
 ○○○○○○○○○○○ ○○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(26)**

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

<p>Left Arm (CASE)</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous LB 10-X AC <p>1-3</p> <ol style="list-style-type: none"> LB 10-X AC LB 10-X AC LB 10-X AC LB 10-X AC Ammo (LB 10-X) 10 Ammo (LB 10-X) 10 <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine SRM 6 Jump Jet <p>4-6</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Endo Steel Endo Steel Endo Steel ER PPC <p>1-3</p> <ol style="list-style-type: none"> ER PPC Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso (CASE)</p> <ol style="list-style-type: none"> XL Engine XL Engine Endo Steel Endo Steel Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> LRM 15 LRM 15 Ammo (LRM 15) 8 Ammo (LRM 15) 8 Ammo (SRM 6) 15 Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
---	---	--

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

Battle Value: **2,356**
 Weapon Value: **2,519 / 2,519**
 Cost, C-Bills: **21,764,957**

HEAT SCALE

** Avoid Inferno explosion on..

30	Shutdown
29	
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	

WZK GAMES