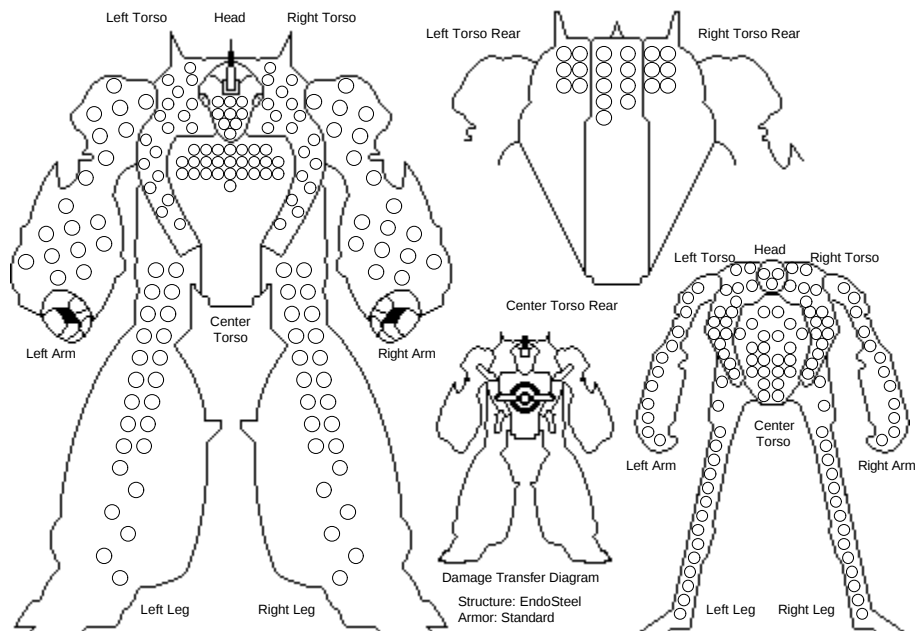


BattleTech Record Sheet - The Drawing Board - v1.0.71
Blackstone Interactive



Weapon Range Data

Weapon	Heat	Dam	Min	Short	Med	Long
ER PPC	15	10	-	7	14	23
Medium Laser	3	5	-	3	6	9
SRM 6	4	2	-	3	6	9
Hatchet	-	15	-	1	-	-

Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hatchet
- Hatchet

- Hatchet
- Hatchet
- Hatchet
- EndoSteel
- EndoSteel
- EndoSteel

Left Torso

- XL Engine
- XL Engine
- XL Engine
- ER PPC
- ER PPC
- ER PPC

- Medium Laser
- EndoSteel
- EndoSteel
- EndoSteel
- Roll Again
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- EndoSteel
- Jump Jet

Engine hits: OOO
Gyro hits: OO
Sensor hits: OO
Life Support hits: O

Battle Value: 1523
Cost: 18,796,750

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- EndoSteel

- EndoSteel
- EndoSteel
- EndoSteel
- EndoSteel
- EndoSteel
- EndoSteel

Right Torso

- XL Engine
- XL Engine
- XL Engine
- SRM 6
- SRM 6
- SRM 6

- SRM 6
- @SRM 6 (15)
- @SRM 6 (15)
- Roll Again
- Roll Again
- CASE

Right Leg

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

due-1I Duelist

Tech Base: Inner Sphere - Level 2

Mech Type: Biped

Tonnage: 75

Movement:

Walking: 5

Running: 8

Jumping: 5

Weapons and Equipment

#	Type	Loc
1	Medium Laser	LT
1	ER PPC	LT
2	SRM 6	RT
1	Medium Laser	RA
1	Medium Laser Hatchet	H
		LA

Ammo

SRM 6 Ammo (30)

Max weapon heat: 32

Max heat dissipation: 30

Heat sink type: Double

OOOOOOOOOO
OOOOO

Pilot Name:

Gunnery: Piloting:

Hits Taken:

1st 2nd 3rd 4th 5th 6th
(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
_ [09]
_ [08] +1 Modifier to fire
_ [07]
_ [06]
_ [05] -1 Movement points
_ [04]
_ [03]
_ [02]
_ [01]
_ [00]