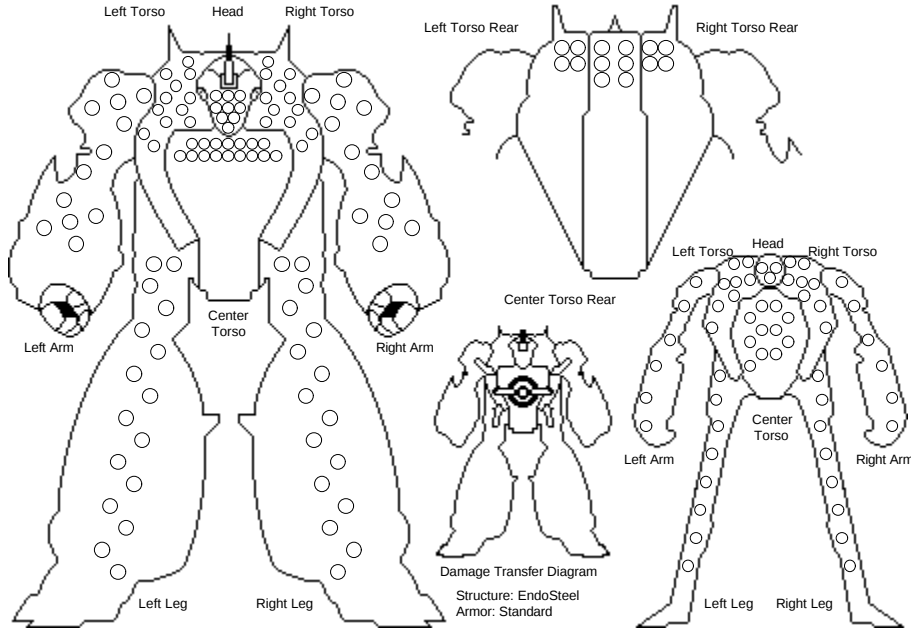


BattleTech Record Sheet - The Drawing Board - v1.0.71
Blackstone Interactive



Weapon Range Data

Weapon	Heat	Dam	Min	Short	Med	Long
Large Laser	8	8	-	5	10	15
Machine Gun	0	2	-	1	2	3
Medium Laser	3	5	-	3	6	9
Small Laser	1	3	-	1	2	3

Critical Hit Table

Left Arm

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

- EndoSteel
- EndoSteel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Machine Gun
- Machine Gun
- @MG (200)

- Jump Jet
- EndoSteel
- EndoSteel
- EndoSteel
- EndoSteel
- CASE

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Medium Laser

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

Battle Value: 959
Cost: 5,904,248

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

- EndoSteel
- EndoSteel
- EndoSteel
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Machine Gun
- Machine Gun
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- EndoSteel
- EndoSteel
- EndoSteel

Right Leg

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

hye-3n Hyena

Tech Base: Inner Sphere - Level 2

Mech Type: Biped

Tonnage: 35

Movement:

Walking: 7

Running: 11

Jumping: 7

Weapons and Equipment

#	Type	Loc
2	Machine Gun	LT
2	Machine Gun	RT
1	Large Laser	RA
1	Medium Laser	CT
1	Small Laser	H

Ammo

Machine Gun Ammo (200)

Max weapon heat: 12

Max heat dissipation: 20

Heat sink type: Double

OOOOOOOOOO

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]