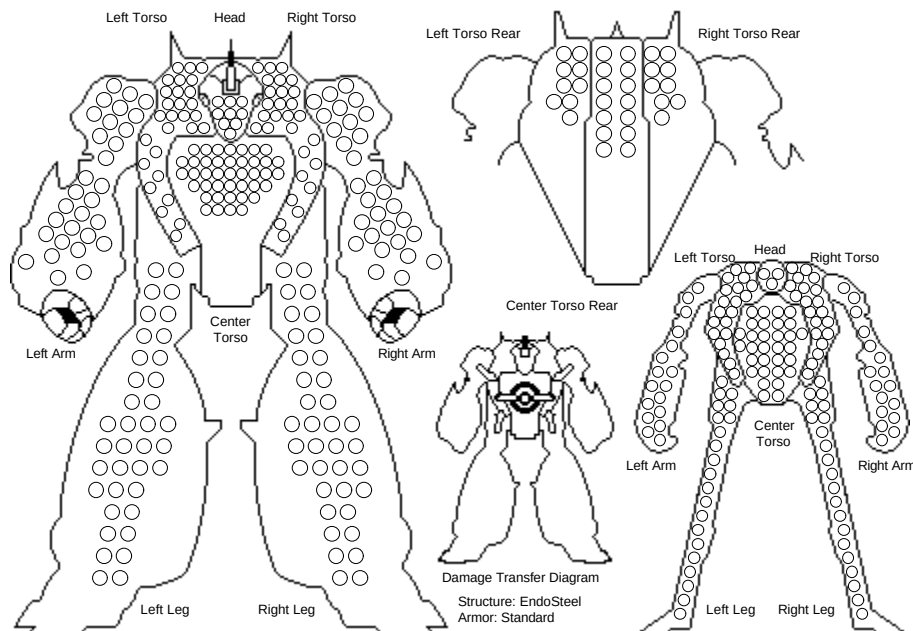


BattleTech Record Sheet - The Drawing Board - v1.0.71
Blackstone Interactive



Weapon Range Data

Weapon	Heat	Dam	Min	Short	Med	Long
Gauss Rifle	1	15	2	7	15	22
Medium Laser	3	5	-	3	6	9
PPC	10	10	3	6	12	18
SRM 4	3	2	-	3	6	9

Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

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

Left Torso

- XL Engine
- XL Engine
- XL Engine
- SRM 4
- SRM 4
- @SRM 4 (25)

- @Gauss Rifle (8)
- @Gauss Rifle (8)
- EndoSteel
- EndoSteel
- EndoSteel
- CASE

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- EndoSteel
- EndoSteel

Head

- Life Support
- Sensors
- Cockpit
- EndoSteel
- Sensors
- Life Support

Center Torso

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

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

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

Battle Value: 1832
Cost: 28,119,334

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

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

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- EndoSteel
- EndoSteel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- EndoSteel
- EndoSteel

war-1f Warfare

Tech Base: Inner Sphere - Level 2

Mech Type: Biped

Tonnage: 100

Movement:

Walking: 4

Running: 6

Jumping: 0

Weapons and Equipment

#	Type	Loc
1	PPC	LA
1	Medium Laser	LA
2	SRM 4	LT
1	Gauss Rifle	RT
1	PPC	RA
1	Medium Laser	RA

Ammo

SRM 4 Ammo (25)

Gauss Rifle Ammo (16)

Max weapon heat: 33

Max heat dissipation: 32

Heat sink type: Double

OOOOOOOOOO
OOOOOO

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]