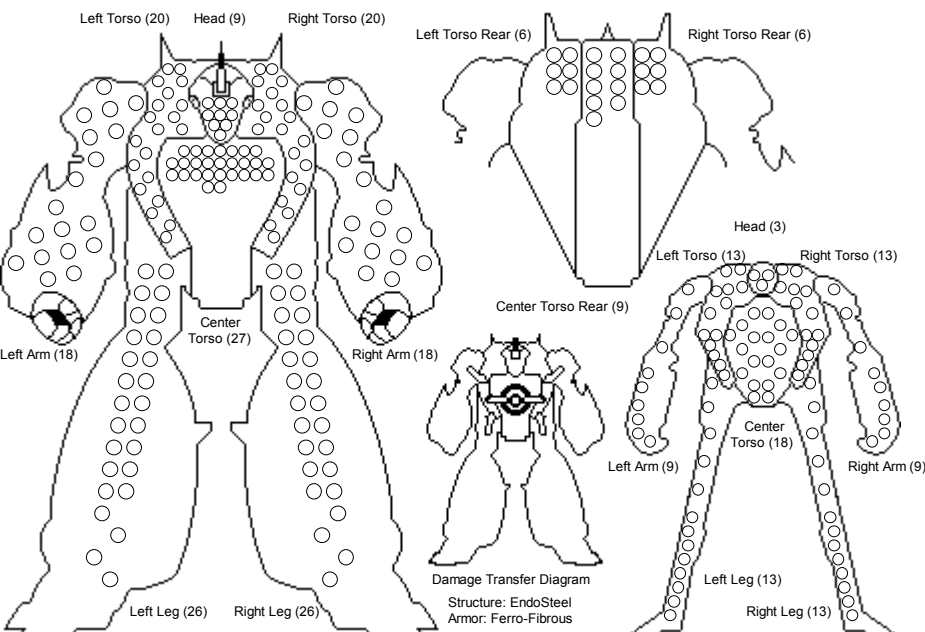


BattleTech Record Sheet - The Drawing Board - v2.0.23
Blackstone Interactive



Weapon Range Data (hexes)

Weapon	BTH mod	Heat	Dam	Min	Short	Med	Long
ER Medium Laser (x3)	-	5	7	-	5	10	15
ER Small Laser	-	2	5	-	2	4	6
Gauss Rifle	-	1	15	2	7	15	22

Monk - Alpha

Tech Base: Clan - Level 2
Mech Type: Biped (Omni-Mech)
Tonnage: 55

Movement:

Walking: 5 [10]
Running: 8
Jumping: 5

Weapons and Equipment

#	Type	Loc
2	ER Medium Laser	LA
1	ER Medium Laser	RT
1	ER Small Laser	RT
1	Gauss Rifle	RA
	Targeting Computer	LT

Ammo

Gauss Rifle Ammo (16)

Max weapon heat: 18
Max heat dissipation: 24
Heat sink type: Double
OOOOOOOOO
OO

Pilot Name:

Gunnery: Piloting:

Hits Taken:

1st 2nd 3rd 4th 5th 6th
(3) (5) (7) (10) (11) (Dead)

Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Ferro-Fibrous Armor
- Ferro-Fibrous Armor
- Ferro-Fibrous Armor

Left Torso

- XL Engine
- XL Engine
- Jump Jet
- Targeting Computer
- Targeting Computer
- Targeting Computer

- Targeting Computer
- Ferro-Fibrous Armor
- EndoSteel
- EndoSteel
- EndoSteel
- EndoSteel

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

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

Battle Value: 2585
Cost: 14 186 051

Right Arm [CASE]

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Roll Again
- Roll Again
- Ferro-Fibrous Armor
- Ferro-Fibrous Armor

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- @Gauss Rifle (8)
- @Gauss Rifle (8)

- ER Small Laser
- ER Medium Laser
- Ferro-Fibrous Armor
- EndoSteel
- EndoSteel
- EndoSteel

Right Leg

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

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]