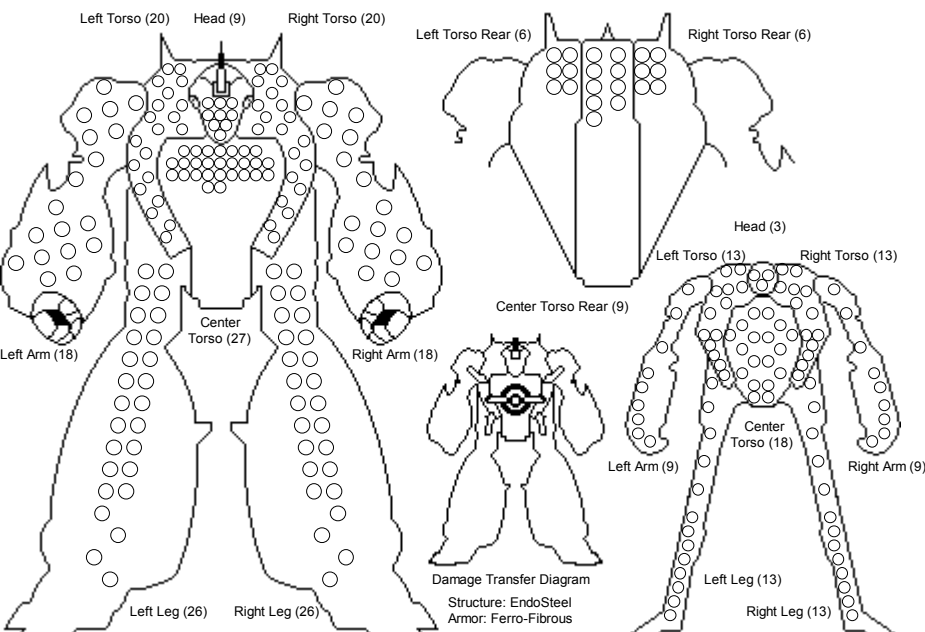


BattleTech Record Sheet - The Drawing Board - v2.0.23
Blackstone Interactive



Weapon Range Data (hexes)

Weapon	BTH mod	Heat	Dam	Min	Short	Med	Long
ER Medium Laser (x4)	-	5	7	-	5	10	15
LRM 20 (x2)	-	6	1	-	7	14	21

Monk - Charlie

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
1	LRM 20 w/ Artemis IV	LA
3	ER Medium Laser	LT
1	Light Active Probe	LT
1	ER Medium Laser	RT
1	LRM 20 w/ Artemis IV	RA

Ammo

LRM 20 Ammo - Artemis IV (24)

Max weapon heat: 32

Max heat dissipation: 26

Heat sink type: Double

OOOOOOOOO
OOO

Pilot Name:

Gunnery: Piloting:

Hits Taken:

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

Critical Hit Table

Left Arm [CASE]

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 20
- LRM 20
- LRM 20

- LRM 20
- @LRM 20 [Artemis IV] (6)
- Artemis IV FCS [LRM]
- Ferro-Fibrous Armor
- Ferro-Fibrous Armor
- Ferro-Fibrous Armor

Left Torso

- XL Engine
- XL Engine
- Jump Jet
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

- Light Active Probe
- 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: 2587
Cost: 15 803 380

Right Arm [CASE]

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

- @LRM 20 [Artemis IV] (6)
- @LRM 20 [Artemis IV] (6)
- @LRM 20 [Artemis IV] (6)
- Artemis IV FCS [LRM]
- Ferro-Fibrous Armor
- Ferro-Fibrous Armor

Right Torso

- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER Medium Laser
- Roll Again
- 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]