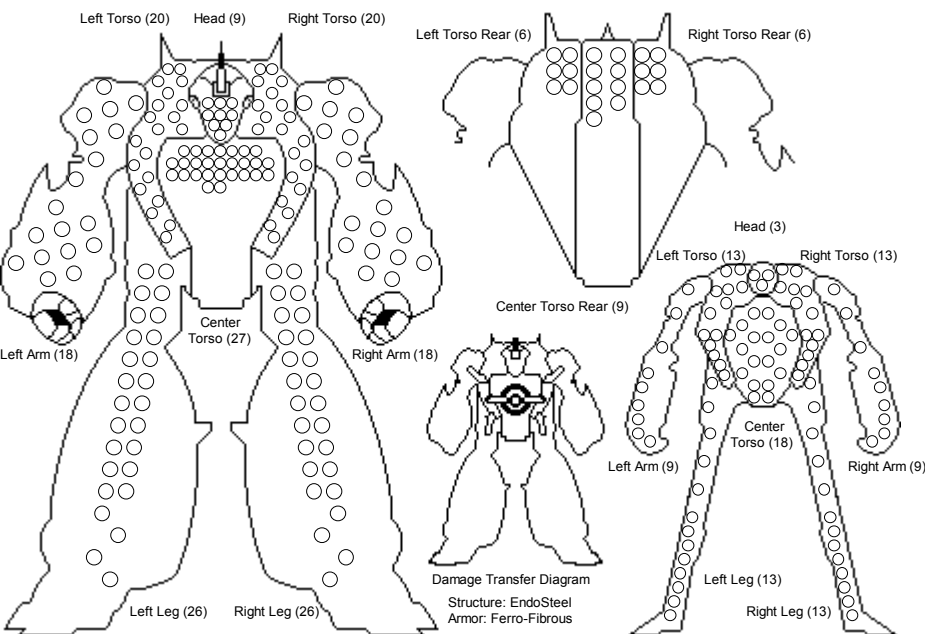


BattleTech Record Sheet - The Drawing Board - v2.0.23
Blackstone Interactive



Weapon Range Data (hexes)

Weapon	BTH mod	Heat	Dam	Min	Short	Med	Long
ER PPC (x2)	-	15	15	-	7	14	23
Flamer (x3)	-	3	2	-	1	2	3

Monk - Delta

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	Flamer	LA
1	TAG	LT
1	Active Probe	LT
1	ECM Suite	LT
1	Flamer	LT
2	ER PPC	RA

Max weapon heat: 39
Max heat dissipation: 34
Heat sink type: Double
OOOOOOOOOO
OOOOOOOO

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
- Hand Actuator
- Flamer
- Flamer

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. *Roll Again*
- 4. *Ferro-Fibrous Armor*
- 5. *Ferro-Fibrous Armor*
- 6. *Ferro-Fibrous Armor*

Left Torso

- XL Engine
- XL Engine
- Jump Jet
- Flamer
- ECM Suite
- Active Probe

- TAG
- 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: 2335
Cost: 15 010 749

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- ER PPC

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. *Ferro-Fibrous Armor*
- 6. *Ferro-Fibrous Armor*

Right Torso

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

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. *Ferro-Fibrous Armor*
- 4. *EndoSteel*
- 5. *EndoSteel*
- 6. *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]