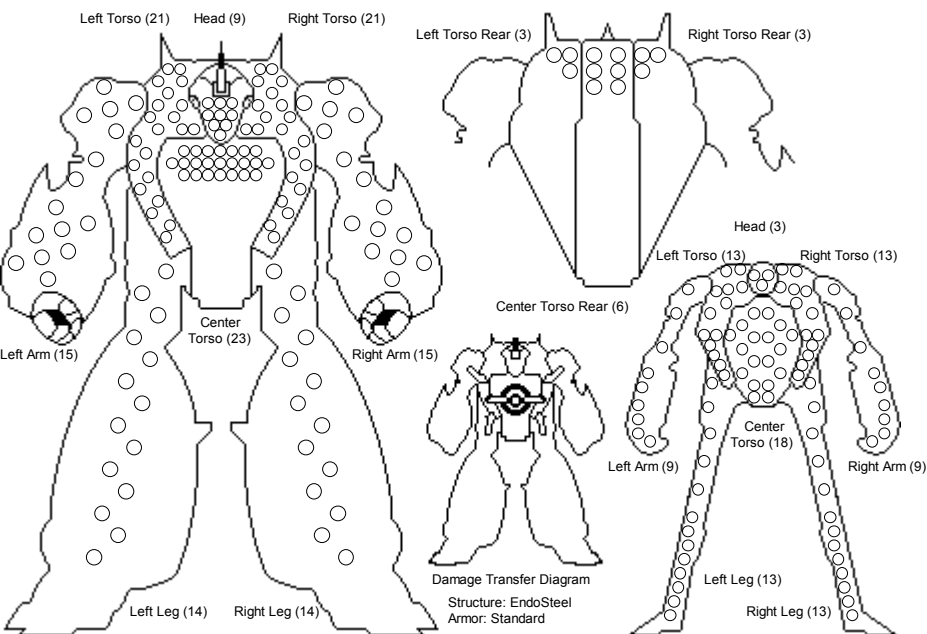


BattleTech Record Sheet - The Drawing Board - v2.0.23
Blackstone Interactive



Weapon Range Data (hexes)

Weapon	BTH mod	Heat	Dam	Min	Short	Med	Long
LRM 20	-	6	1	6	7	14	21
Large Laser	-	8	8	-	5	10	15
PPC	-	10	10	3	6	12	18

PRS-45 Pursuer

Tech Base: Inner Sphere - Level 2
Mech Type: Biped
Tonnage: 55

Movement:

Walking: 5
Running: 8
Jumping: 5

Weapons and Equipment

#	Type	Loc
1	PPC	LA
1	LRM 20 w/ Artemis IV	RT
1	Large Laser	RA

Ammo

LRM 20 Ammo - Artemis IV (12)

Max weapon heat: 24
Max heat dissipation: 22
Heat sink type: Double
OOOOOOOOOO
O

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
- PPC
- PPC

- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Roll Again
- EndoSteel
- EndoSteel

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

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- EndoSteel
- 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: 1437
Cost: 10 549 506

Right Arm

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

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

Right Torso [CASE]

- XL Engine
- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20

- LRM 20
- LRM 20
- @LRM 20 [Artemis IV] (6)
- @LRM 20 [Artemis IV] (6)
- Artemis IV FCS [LRM]
- CASE

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]