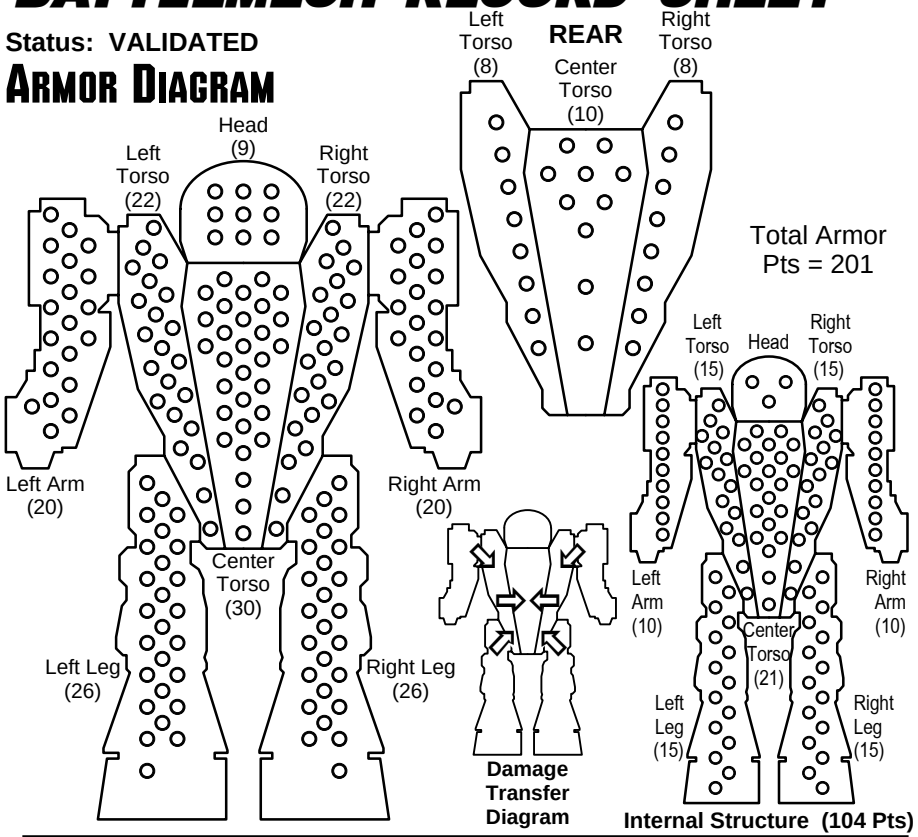
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 201

'MECH DATA

Type: Hellbringer Mk1 A
Mass: 65 tons

Movement Points:		Tech, Config. & Level:
Walking:	5	Clan
Running:	8	Biped OmniMech
Jumping:	0	Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	-	7	14	21
2	ER Large Laser	LA	12	10	-	8	15	25
1	LRM 15 w/ Artemis IV	RT	5	1/hit	-	7	14	21
1	Active Probe	LT	0	-	-	-	-	5
1	ECM Suite	LT	0	-	-	-	-	6
2	Machine Gun	LT	0	2	-	1	2	3
2	Machine Gun	CT	0	2	-	1	2	3
1	ER Medium Laser	HD	5	7	-	5	10	15

Ammo Type:	Rounds:	BV:
Ultra AC/5	20	21
LRM 15	16	58
Machine Gun	100	1

Total Heat Sinks: 15 Double (30)
○○○○○○○○○○ ○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (36)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. ER Large Laser

4-6:
1. ER Large Laser
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3:
1. XL Engine
2. XL Engine
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

4-6:
1. Active Probe
2. ECM Suite
3. Machine Gun
4. Machine Gun
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Center Torso
1-3:
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Machine Gun
6. Machine Gun

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Battle Value: **2,031**
Weapon Value: **2,905 / 2,799**
Cost, C-Bills: **19,408,811**

Right Arm (CASE)
1-3:
1. Shoulder
2. Upper Arm Actuator
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. Ultra AC/5

4-6:
1. Ultra AC/5
2. Ultra AC/5
3. Ammo (Ult AC/5) 20
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso (CASE)
1-3:
1. XL Engine
2. XL Engine
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6:
1. LRM 15
2. LRM 15
3. Artemis IV FCS
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Ammo (MG) 100

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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