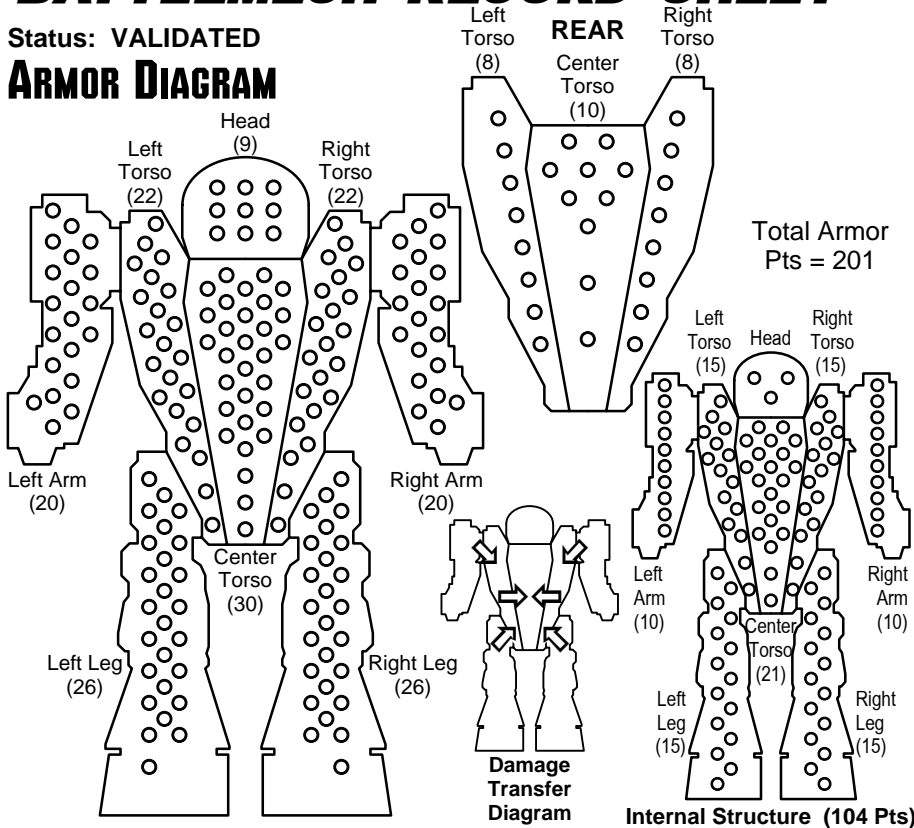


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Hellbringer Mk1 Prime**
 Mass: **65 tons**
 Movement Points: **Tech, Config. & Level:**
 Walking: **5** Clan
 Running: **8** **Biped OmniMech**
 Jumping: **0** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
2	Machine Gun	RA	0	2	-	1	2	3
1	ER PPC	LA	15	15	-	7	14	23
2	Machine Gun	LA	0	2	-	1	2	3
1	Active Probe	LT	0	-	-	-	-	5
1	ECM Suite	LT	0	-	-	-	-	6
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
1	Streak SRM 6	CT	4	2/hit	-	4	8	12
1	Anti-Missile System	HD	1	2d6	-	-	-	-
2	Anti-Personnel Pod	LL	0	-	-	-	-	-
2	Anti-Personnel Pod	RL	0	-	-	-	-	-
1	Targeting Computer							

Ammo Type: Machine Gun (100), Streak SRM 6 (15), Anti-Missile System (24)
Rounds: Machine Gun (100), Streak SRM 6 (15), Anti-Missile System (24)
BY: Machine Gun (100), Streak SRM 6 (21), Anti-Missile System (27)

Total Heat Sinks: 13 Double (26)
 ○○○○○○○○○○○○○ ○○○
Auto Eject: Operational Disabled **Weapon Heat: (39)**

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. Shoulder 2. Upper Arm Actuator 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. ER PPC 1-3 1. ER PPC 2. Machine Gun 3. Machine Gun 4. Roll Again 5. Roll Again 6. Roll Again 4-6 Left Torso 1. XL Engine 2. XL Engine 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous 1-3 1. Gyro 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro 1-3 1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Streak SRM 6 6. Streak SRM 6 4-6 Left Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Anti-Personnel Pod 6. Anti-Personnel Pod	Head 1. Life Support 2. Sensors 3. Cockpit 4. Anti-Missile System 5. Sensors 6. Life Support Center Torso 1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro 1-3 1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Streak SRM 6 6. Streak SRM 6 4-6 Right Arm 1. Shoulder 2. Upper Arm Actuator 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. ER PPC 1-3 1. ER PPC 2. Machine Gun 3. Machine Gun 4. Roll Again 5. Roll Again 6. Roll Again 4-6 Right Torso (CASE) 1. XL Engine 2. XL Engine 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel 1-3 1. Ammo (AMS) 24 2. Ammo (MG) 100 3. Ammo (Streak 6) 15 4. Targeting Computer 5. Targeting Computer 6. Targeting Computer 4-6 Right Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Anti-Personnel Pod 6. Anti-Personnel Pod
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Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Battle Value: **2,368**
 Weapon Value: **2,831 / 2,566**
 Cost, C-Bills: **19,173,686**

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	

