

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Fireball ALM-XF

Movement Points: Tonnage: 20
 Walking: 16 Tech Base: Inner Sphere
 Running: 24 [40] (Experimental)
 Jumping: 0 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	LT	2	3	-	2	4	5

Cost: 16,909,240

BV: 827

WARRIOR DATA

Name: jymset (Player 9)

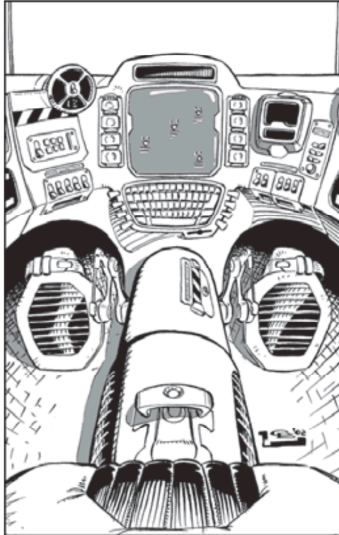
Gunnery Skill: 5 Piloting Skill: 1

Hits Taken

1	2	3	4	5	6
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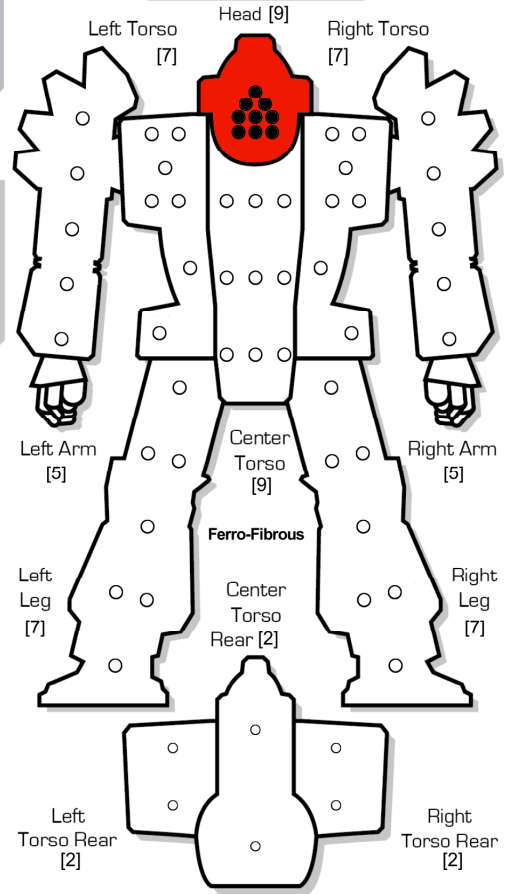
 Consciousness#

3	5	7	10	11	Dead
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Armor Factor = 62

ARMOR DIAGRAM

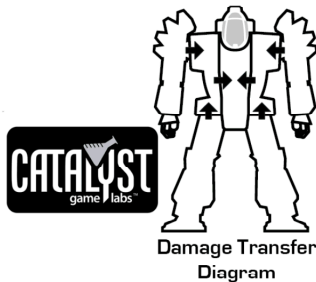


CRITICAL HIT TABLE

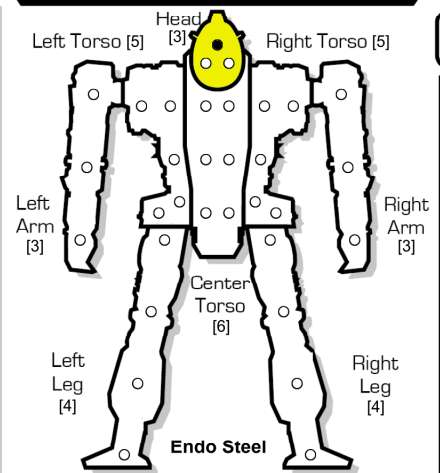
- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Endo Steel
 - Ferro-Fibrous
- 1-3
- Center Torso**
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6
- Left Torso**
- XXL Engine
 - XXL Engine
 - XXL Engine
 - XXL Engine
 - XXL Engine
 - XXL Engine
- 1-3
- ER Small Laser
 - ER Small Laser
 - MASC
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Endo Steel
 - Ferro-Fibrous
- 1-3
- Center Torso**
- XXL Engine
 - XXL Engine
 - XXL Engine
 - XL Gyro
 - XL Gyro
 - XL Gyro
- 1-3
- Right Torso**
- XXL Engine
 - XXL Engine
 - XXL Engine
 - XXL Engine
 - XXL Engine
 - XXL Engine
- 1-3
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel
- 4-6

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Overflow	Heat
0	30*
	29
	28*
	27
	26*
	25*
	24*
	23*
	22*
	21
	20*
	19*
	18*
	17*
	16
	15*
	14*
	13*
	12
	11
	10*
	9
	8*
	7
	6
	5*
	4
	3
	2
	1
	0