

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Marauder II MAD-4S

Movement Points: **Tonnage:** 100
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Standard
Jumping: 3 **Role:** Juggernaut
Engine Type: 300 Light

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Heavy Gauss Rifle	CT/RT	2	25/20/10	4	6	13	20

[DB,X]

Ammo: (Heavy Gauss) 16

BV: 2,623

WARRIOR DATA

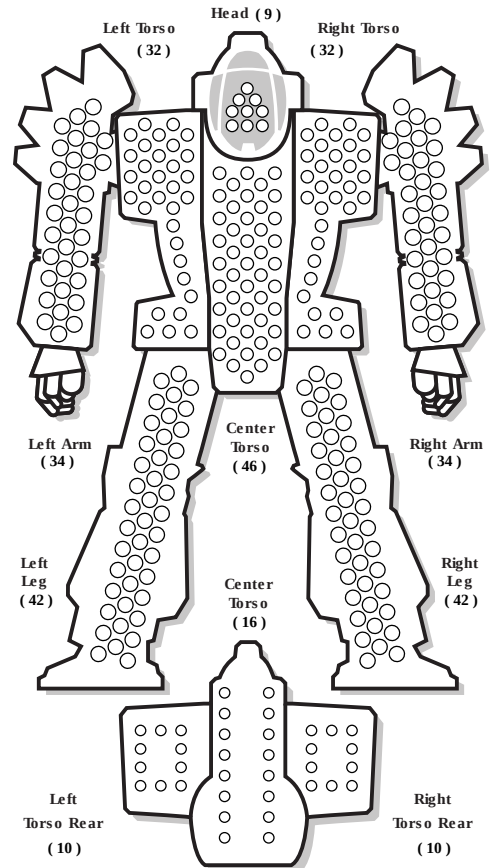
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER PPC
- ER PPC
- ER PPC
- ER Medium Laser
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Ammo (Heavy Gauss) 4
- Ammo (Heavy Gauss) 4
- Ammo (Heavy Gauss) 4
- Ammo (Heavy Gauss) 4

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Heavy Gauss Rifle

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER PPC
- ER PPC
- ER PPC
- ER Medium Laser
- Roll Again
- Roll Again

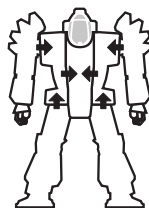
Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle

- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle

Right Leg

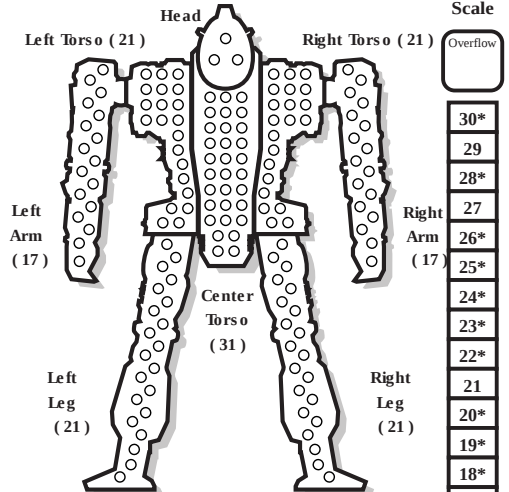
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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

30*
29
28*
27
26*
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