

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Marauder II MAD-5C

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Ultra AC/5	RT	1	5/Sht	2	6	13	20

[DB,R/C]

Ammo: (Ultra AC/5) 40

BV: 2,024



WARRIOR DATA

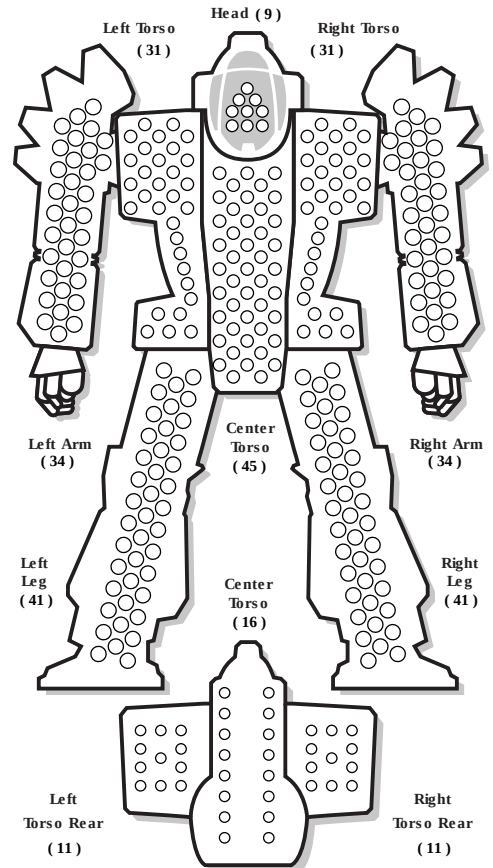
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

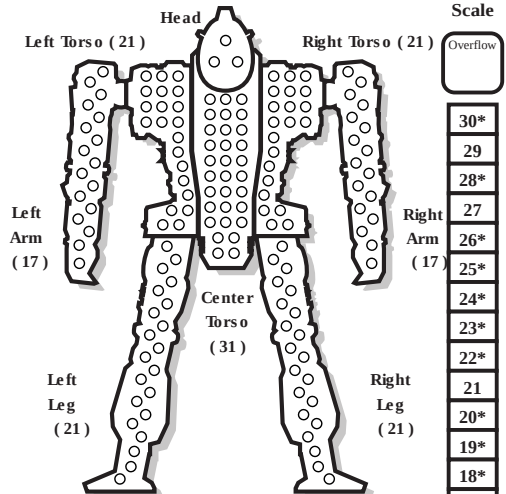
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

Overflow

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

CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- Heat Sink

1-3

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Jump Jet

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

Right Arm

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

1-3

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Ultra AC/5
- Ultra AC/5

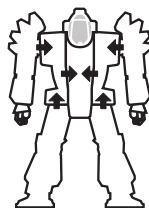
1-3

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ultra AC/5) 20
- Ammo (Ultra AC/5) 20
- CASE

4-6

Right Leg

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	32
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	○○○○