

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Marauder Red Hunter

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Engine Type: 300 XL

Tonnage: 75

Tech Base: Mixed

Rules Level: Advanced

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	LA	10	10/8/5 [DE,V]	—	9	13	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
(C)								
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
(C)								
1	Ultra AC/10 (C)	RT	3	10/Sht	—	6	12	18
[DB,R/C]								

Ammo: (Ultra AC/10) 20

BV: 2,423



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Snub-Nose PPC
- Snub-Nose PPC
- PPC Capacitor

1-3

- ER Medium Laser [Clan]
- Ballistic-Reinforced
- Ballistic-Reinforced
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ballistic-Reinforced
- Ballistic-Reinforced
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ballistic-Reinforced
- Ballistic-Reinforced

Head

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Snub-Nose PPC
- Snub-Nose PPC
- PPC Capacitor

1-3

- ER Medium Laser [Clan]
- Ballistic-Reinforced
- Ballistic-Reinforced
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ultra AC/10 [Clan]
- Ultra AC/10 [Clan]
- Ultra AC/10 [Clan]

1-3

- Ultra AC/10 [Clan]
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- CASE II
- Roll Again
- Roll Again

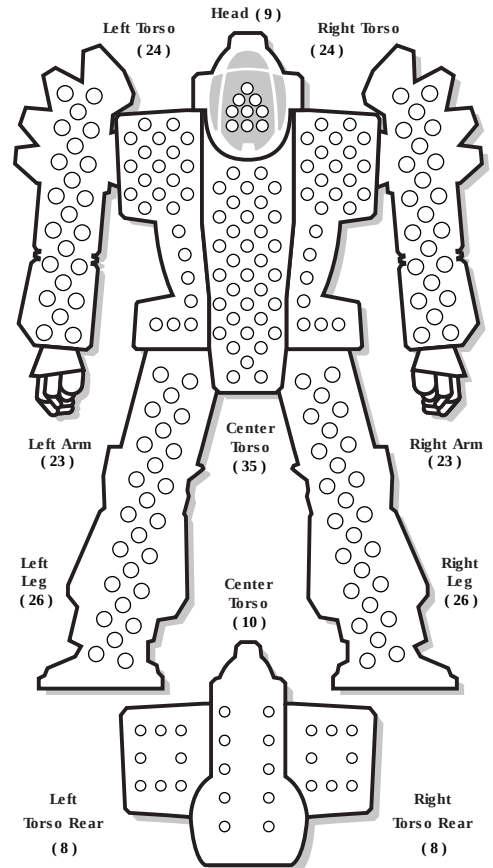
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ballistic-Reinforced
- Ballistic-Reinforced

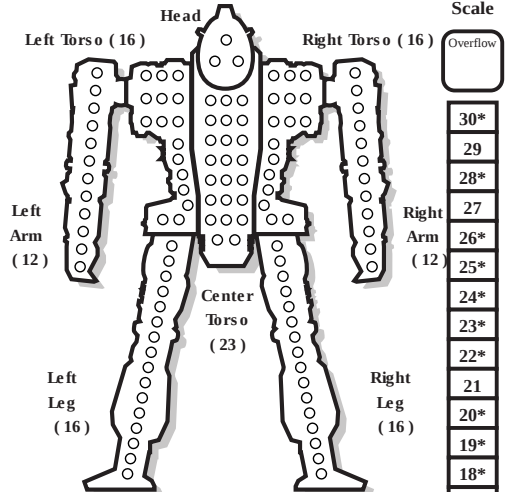
ARMOR DIAGRAM

Ballistic-Reinforced



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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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	○○○