

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Marauder MAD-4X

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Experimental

Role: Brawler

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	Binary Laser (Blazer)	LA	16	12 [DE]	—	5	10	15
	Cannon							
1	Binary Laser (Blazer)	RA	16	12 [DE]	—	5	10	15
	Cannon							
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 6) 30

BV: 1,453



CRITICAL TABLE

Left Arm

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

1-3

- Binary Laser (Blazer) Cannon
- Binary Laser (Blazer) Cannon
- Binary Laser (Blazer) Cannon
- Binary Laser (Blazer) Cannon
- Endo Steel Prototype
- Endo Steel Prototype

4-6

Left Torso

- Double Heat Sink Prototype
- Double Heat Sink Prototype
- Double Heat Sink Prototype
- Double Heat Sink Prototype
- Double Heat Sink Prototype
- Double Heat Sink Prototype

1-3

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Endo Steel Prototype
- Endo Steel Prototype
- Endo Steel Prototype

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel Prototype
- Endo Steel Prototype

Head

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

Center Torso

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

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

Right Arm

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

1-3

- Binary Laser (Blazer) Cannon
- Binary Laser (Blazer) Cannon
- Binary Laser (Blazer) Cannon
- Binary Laser (Blazer) Cannon
- Endo Steel Prototype
- Endo Steel Prototype

4-6

Right Torso

- Double Heat Sink Prototype
- Double Heat Sink Prototype
- Double Heat Sink Prototype
- Double Heat Sink Prototype
- Double Heat Sink Prototype
- Double Heat Sink Prototype

1-3

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Endo Steel Prototype
- Endo Steel Prototype
- Endo Steel Prototype

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel Prototype
- Endo Steel Prototype

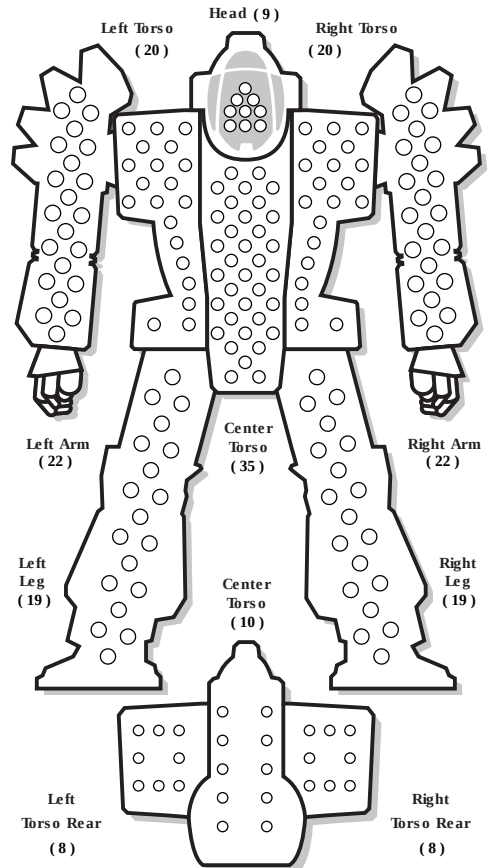


Damage Transfer Diagram



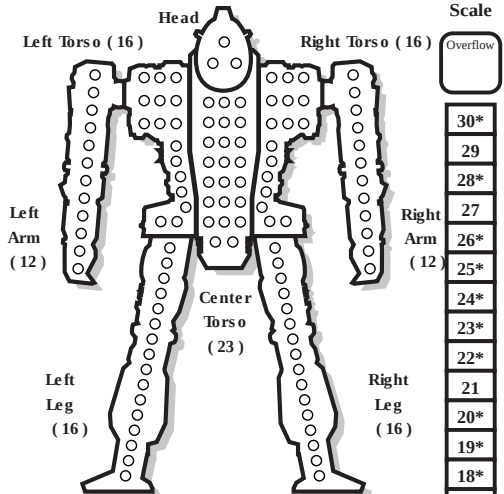
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel Prototype



HEAT DATA

Heat Level*	Effects
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 Sinks:
18 (24)



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