

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder IIC 10

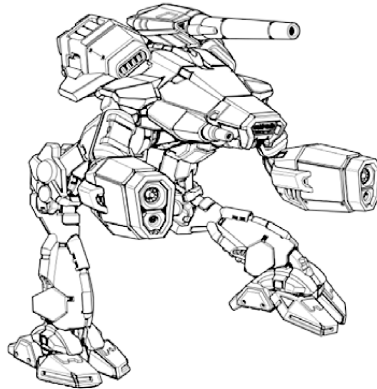
Movement Points: **Tonnage:** 85
 Walking: 4 **Tech Base:** Clan
 Running: 6 **Rules Level:** Standard
 Jumping: 6 **Role:** Skirmisher

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#



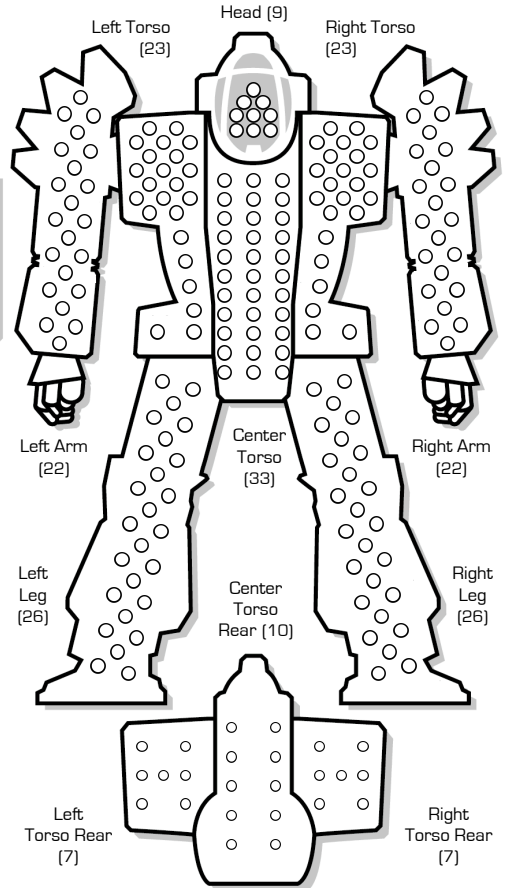
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	CT	2	5	—	2	4	6
1	Small Pulse Laser	RT	2	3	—	2	4	6
1	ER PPC	LT	15	15	—	7	14	23
1	Small Pulse Laser	LT	2	3	—	2	4	6
1	Large Pulse Laser	RA	10	10	—	6	14	20
1	Medium Pulse Laser	RA	4	7	—	4	8	12
1	Large Pulse Laser	LA	10	10	—	6	14	20
1	Medium Pulse Laser	LA	4	7	—	4	8	12

BV: 2,877



ARMOR DIAGRAM



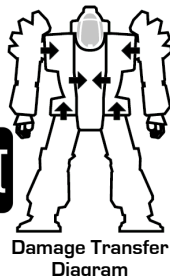
CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Double Heat Sink
 - Large Pulse Laser
 - Large Pulse Laser
 - Medium Pulse Laser
 - Endo Steel
 - Endo Steel
- Left Torso**
- XL Engine
 - XL Engine
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Improved Jump Jet
 - Improved Jump Jet
- 4-6
- ER PPC
 - ER PPC
 - Small Pulse Laser
 - Endo Steel

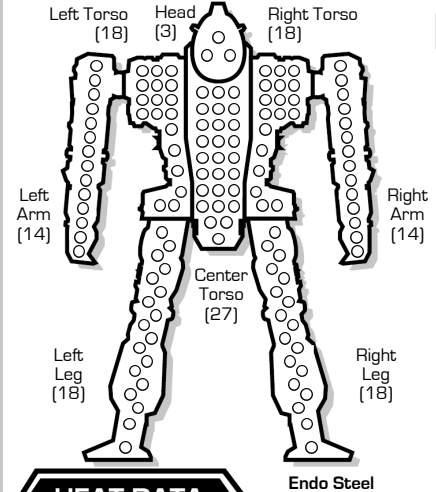
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
 - Sensors
 - Life Support
- Center Torso**
- XL Engine
 - XL Engine
 - XL Engine
- 1-3
- Gyro
 - Gyro
 - Gyro
- 4-6
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - ER Small Laser
 - ER Small Laser

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Double Heat Sink
 - Large Pulse Laser
 - Large Pulse Laser
 - Medium Pulse Laser
 - Endo Steel
 - Endo Steel
- Right Torso**
- XL Engine
 - XL Engine
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Small Pulse Laser
 - Endo Steel

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 20 [40]
30	Shutdown	Double
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

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	
5*	
4	
3	
2	
1	
0	