

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder IIC 2

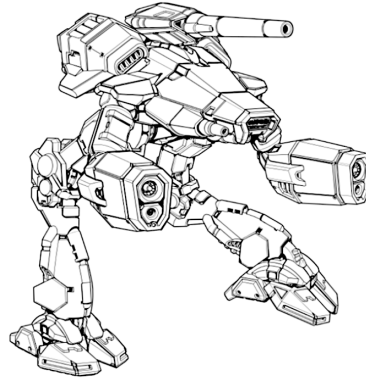
Movement Points: **Tonnage:** 85
 Walking: 4 **Tech Base:** Clan
 Running: 6 **Rules Level:** Standard
 Jumping: 4 **Role:** Skirmisher

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
1	ER Large Laser	CT	12	10	—	8	15	25
1	Heavy Large Laser	RA	18	16	—	5	10	15
1	Medium Pulse Laser	RA	4	7	—	4	8	12
1	Heavy Large Laser	LA	18	16	—	5	10	15
1	Medium Pulse Laser	LA	4	7	—	4	8	12

BV: 2,358

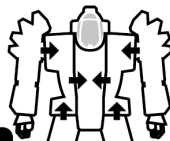


CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Heavy Large Laser
- Center Torso**
- Heavy Large Laser
 - Heavy Large Laser
 - Medium Pulse Laser
- 4-6
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- Left Torso**
- Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- Right Torso**
- Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Jump Jet
 - Jump Jet
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Heavy Large Laser
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
- 1-3
- Gyro
 - Gyro
 - Gyro
- Right Arm**
- Heavy Large Laser
 - Heavy Large Laser
 - Medium Pulse Laser
- 4-6
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- Right Torso**
- Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Jump Jet
 - Jump Jet
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

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

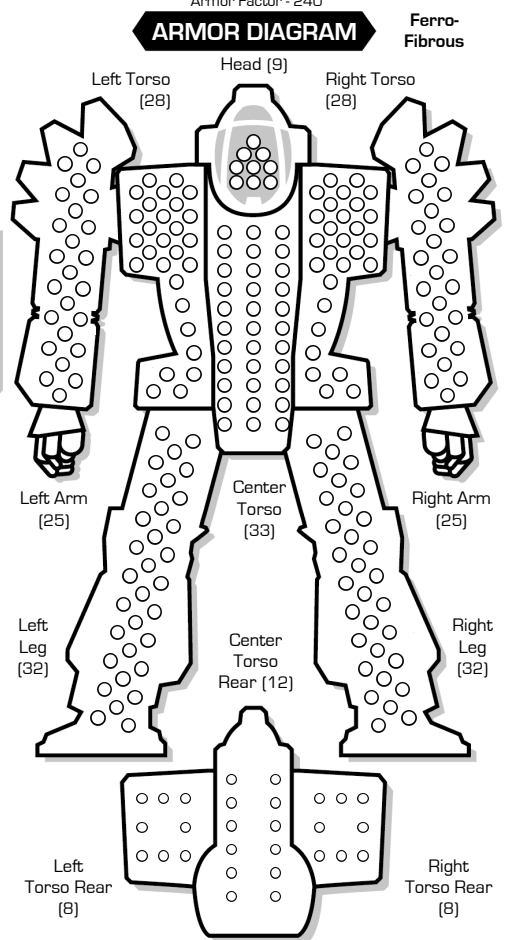


Damage Transfer Diagram

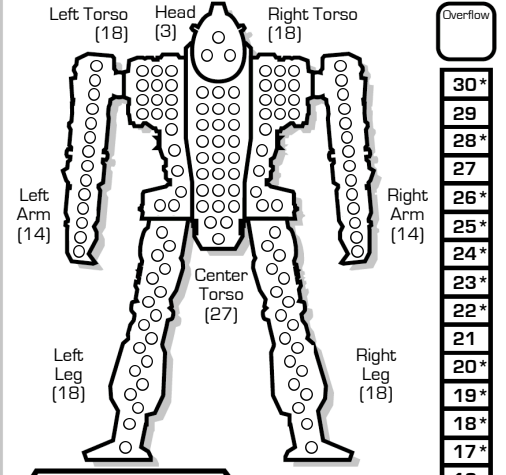


- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Double Heat Sink
 - Double Heat Sink
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Double Heat Sink
 - Double Heat Sink

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 24 [48]
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	○○○