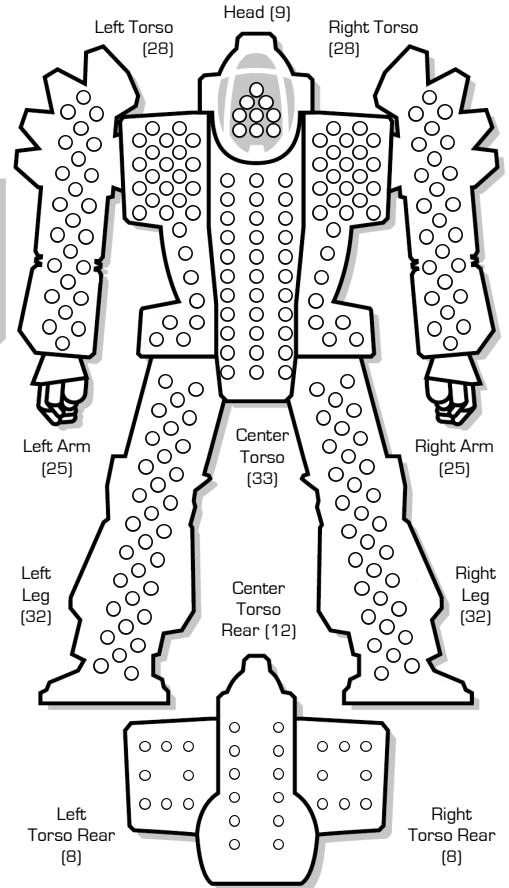


# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 240

### ARMOR DIAGRAM



### 'MECH DATA

Type: Marauder IIC 4

Movement Points: **Tonnage:** 85  
 Walking: 4 **Tech Base:** Clan  
 Running: 6 **Rules Level:** Standard  
 Jumping: 3 **Role:** Sniper

### WARRIOR DATA

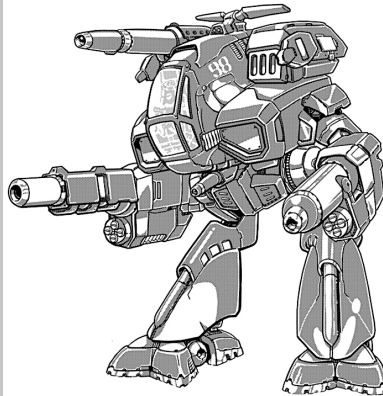
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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	Hyper-Assault Gauss 40	RA/RT	8	40**	2	8	16	24
1	Hyper-Assault Gauss 40	LA/LT	8	40**	2	8	16	24



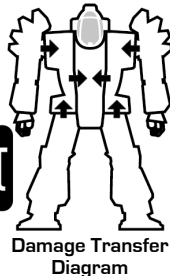
BV: 3,447



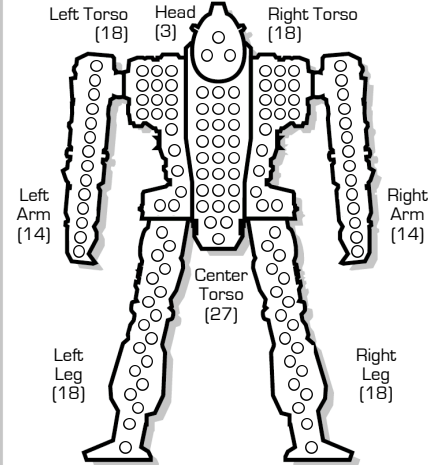
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Left Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hyper-Assault Gauss 40	5. Hyper-Assault Gauss 40	6. Hyper-Assault Gauss 40
<b>Right Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hyper-Assault Gauss 40	5. Hyper-Assault Gauss 40	6. Hyper-Assault Gauss 40
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Jump Jet	4. Hyper-Assault Gauss 40	5. Ammo (HAG 40) 3	6. Ammo (HAG 40) 3
<b>Right Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Jump Jet	4. Hyper-Assault Gauss 40	5. Ammo (HAG 40) 3	6. Ammo (HAG 40) 3
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ammo (HAG 40) 3	6. Ammo (HAG 40) 3
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ammo (HAG 40) 3	6. Ammo (HAG 40) 3

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] Double
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 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	