

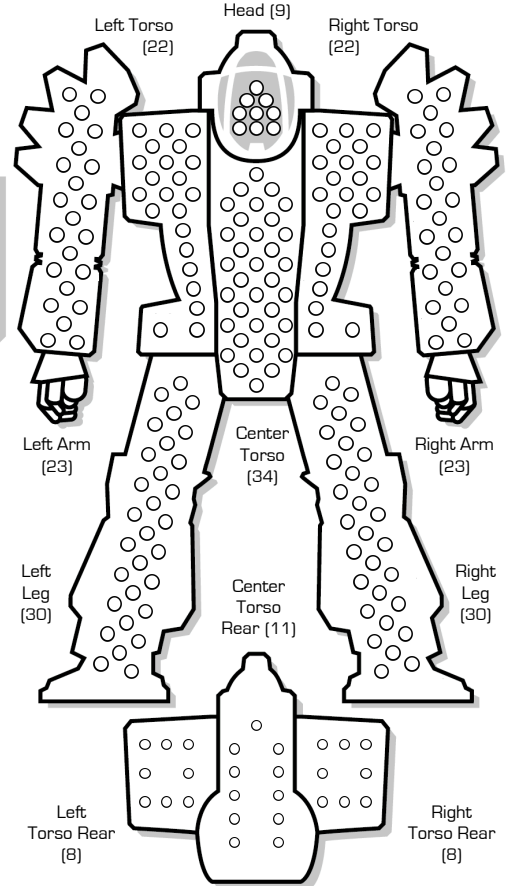
# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 220

### ARMOR DIAGRAM

Ferro-Fibrous



### 'MECH DATA

Type: Marauder IIC 5

Movement Points: **Tonnage:** 85  
 Walking: 4 **Tech Base:** Clan  
 Running: 6 **Rules Level:** Standard  
 Jumping: 0 **Role:** Sniper

### WARRIOR DATA

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

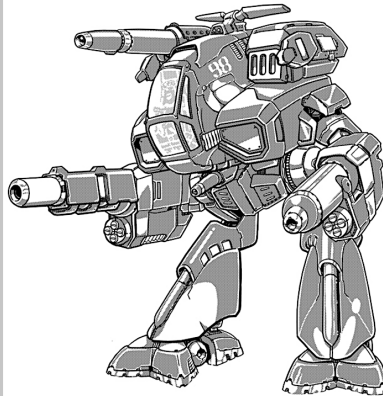
1	2	3	4	5	6
3	5	7	10	11	Dead

  
 Consciousness#

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Hyper-Assault Gauss 20	LT	4	20*	2	8	16	24
1	AP Gauss Rifle	RA	1	3	-	3	6	9
1	ER PPC	RA	15	15	-	7	14	23
1	AP Gauss Rifle	LA	1	3	-	3	6	9
1	ER PPC	LA	15	15	-	7	14	23



BV: 2,386

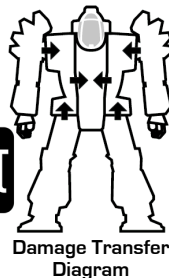


### CRITICAL HIT TABLE

- Left Arm (CASE)**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- ER PPC
  - ER PPC
  - AP Gauss Rifle
- Center Torso**
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- 1-3
- Left Torso (CASE)**
- Hyper-Assault Gauss 20
  - Hyper-Assault Gauss 20
  - Hyper-Assault Gauss 20
  - Hyper-Assault Gauss 20
  - Hyper-Assault Gauss 20
  - Hyper-Assault Gauss 20
- 1-3
- Ammo (HAG 20) 6
  - Ammo (HAG 20) 6
  - Ammo (AP Gauss) 40
  - Endo Steel
  - Endo Steel
  - Roll Again
- 4-6

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Ferro-Fibrous
  - Sensors
  - Life Support
- Right Arm (CASE)**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - ER PPC
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Right Torso**
- ER PPC
  - AP Gauss Rifle
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
- 4-6
- Right Torso**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
- 4-6

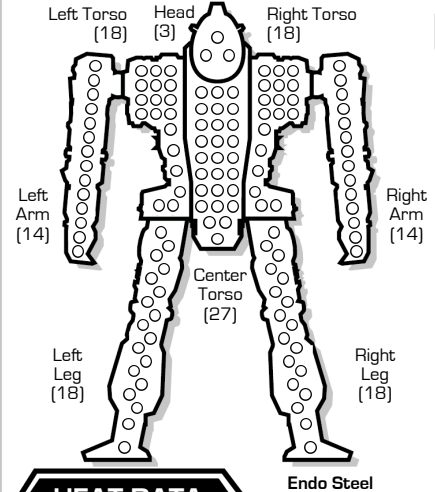
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



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

- Right Arm (CASE)**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - ER PPC
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Right Torso**
- ER PPC
  - AP Gauss Rifle
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
- 4-6
- Right Torso**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
- 4-6
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Double Heat Sink
  - Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects	Heat Sinks:
30*	Shutdown	19 [38]
29	Ammo Exp. avoid on 8+	Double
28*	Shutdown, avoid on 10+	○○
27	-5 Movement Points	○○○○
26*	+4 Modifier to Fire	○○○○○
25*	Ammo Exp. avoid on 6+	○○○○○○
24*	Shutdown, avoid on 8+	○○○○○○○
23*	-4 Movement Points	○○○○○○○○
22*	Ammo Exp. avoid on 4+	○○○○○○○○○
21	Shutdown, avoid on 6+	○○○○○○○○○○
20*	+3 Modifier to Fire	○○○○○○○○○○○
19*	-3 Movement Points	○○○○○○○○○○○○
18*	Shutdown, avoid on 4+	○○○○○○○○○○○○○
17*	Shutdown, avoid on 6+	○○○○○○○○○○○○○○
16	+2 Modifier to Fire	○○○○○○○○○○○○○○○
15*	-2 Movement Points	○○○○○○○○○○○○○○○
14*	+1 Modifier to Fire	○○○○○○○○○○○○○○○
13*	-1 Movement Points	○○○○○○○○○○○○○○○
12		○○○○○○○○○○○○○○○
11		○○○○○○○○○○○○○○○
10*		○○○○○○○○○○○○○○○
9		○○○○○○○○○○○○○○○
8*		○○○○○○○○○○○○○○○
7		○○○○○○○○○○○○○○○
6		○○○○○○○○○○○○○○○
5*		○○○○○○○○○○○○○○○
4		○○○○○○○○○○○○○○○
3		○○○○○○○○○○○○○○○
2		○○○○○○○○○○○○○○○
1		○○○○○○○○○○○○○○○
0		○○○○○○○○○○○○○○○

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	19 [38]
28	Ammo Exp. avoid on 8+	Double
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	○○○○○○○○○○○○○