

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder IIC 6

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

WARRIOR DATA

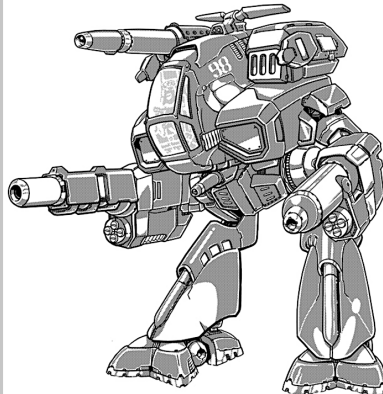
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

 Consciousness#

Weapons & Equipment Inventory (hexes)

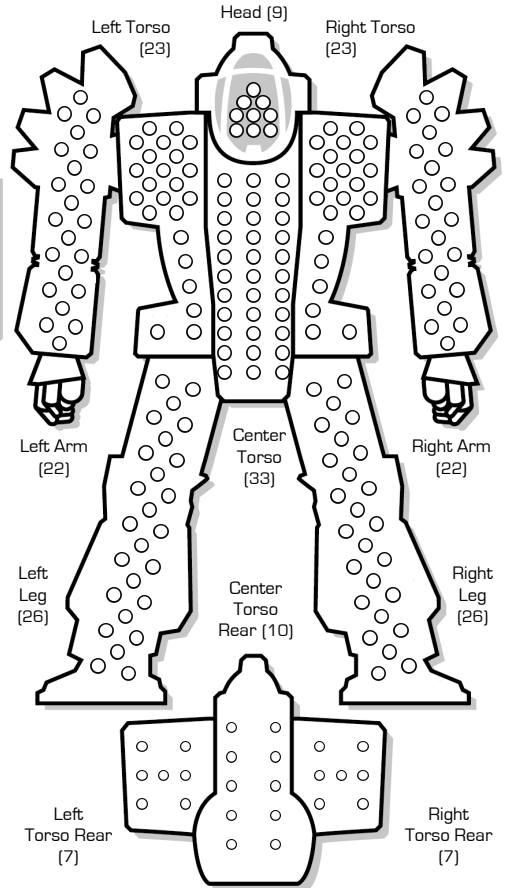
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RT	18	16	—	5	10	15
1	ER Medium Laser	RA	5	7	—	5	10	15
1	Gauss Rifle	RA	1	15	2	7	15	22
1	ER Medium Laser	LA	5	7	—	5	10	15
1	LB 10-X AC	LA	2	10	—	6	12	18



BV: 2,646



ARMOR DIAGRAM



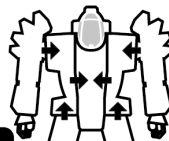
CRITICAL HIT TABLE

- Left Arm (CASE)**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3**
- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- 4-6**
- LB 10-X AC
 - LB 10-X AC
 - ER Medium Laser
 - Ammo (LB 10-X) 10
 - Ammo (LB 10-X) 10
 - Ammo (LB 10-X Cluster) 10
- Left Torso**
- XL Engine
 - XL Engine
- 1-3**
- Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- 4-6**
- Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- 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
 - Endo Steel
 - Endo Steel

- Right Arm (CASE)**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3**
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 4-6**
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - ER Medium Laser
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
- Right Torso**
- XL Engine
 - XL Engine
- 1-3**
- Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- 4-6**
- Heavy Large Laser
 - Heavy Large Laser
 - Heavy Large Laser
 - Endo Steel
 - Endo Steel
 - Roll Again

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

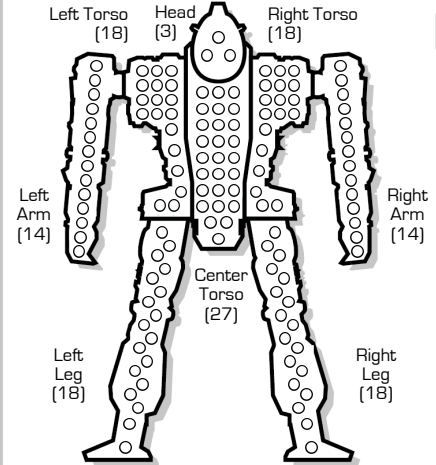


Damage Transfer Diagram



- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Improved Jump Jet
 - Improved Jump Jet
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Improved Jump Jet
 - Improved Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 [24]
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	
6	
5*	
4	
3	
2	
1	
0	