

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder IIC 7

Movement Points: **Tonnage:** 85
 Walking: 3 **Tech Base:** Clan
 Running: 5 **Rules Level:** Standard
 Jumping: 0 **Role:** Juggernaut

WARRIOR DATA

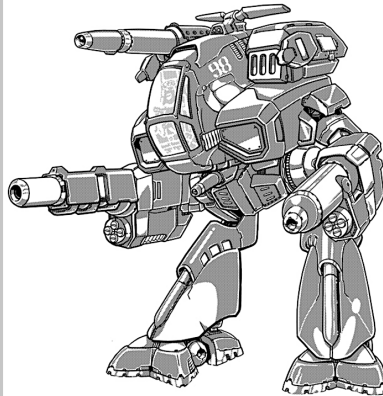
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

 Consciousness#

Weapons & Equipment Inventory (hexes)

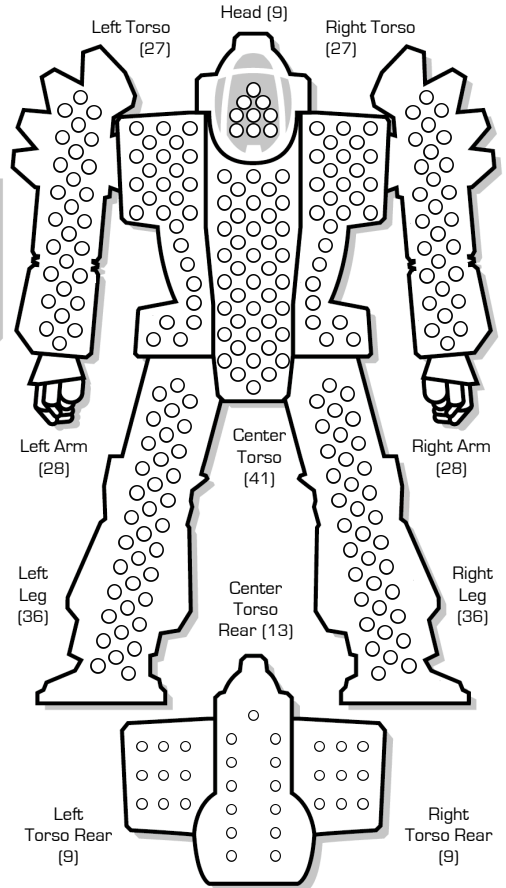
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	H	2	5	—	2	4	6
1	ECM Suite	CT	0	—	—	—	—	6
1	Large Pulse Laser	RT	10	10	—	6	14	20
1	Targeting Computer	LT	0	—	—	—	—	—
1	Hyper-Assault Gauss 30	RA	6	30**	2	8	16	24
1	Streak SRM 4	RA	3	2/Msl	—	4	8	12
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Streak SRM 4	LA	3	2/Msl	—	4	8	12



BV: 2,843



ARMOR DIAGRAM

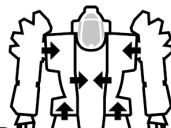


CRITICAL HIT TABLE

- Left 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
 - Streak SRM 4
 - Endo Steel
 - Roll Again
- Left Torso (CASE)**
- XL Engine
 - XL Engine
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Ammo (Streak SRM 4) 25
 - Targeting Computer
- 1-3**
- Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
- 4-6**

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

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

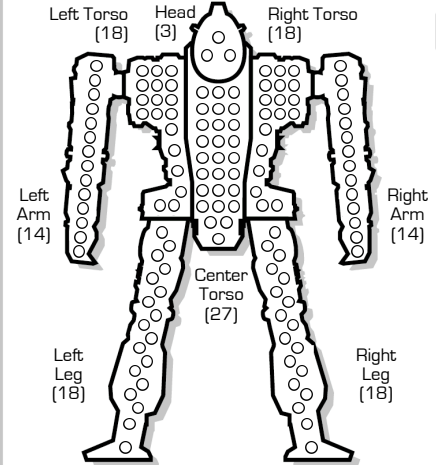


Damage Transfer Diagram

- Right Arm (CASE)**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3**
- Hyper-Assault Gauss 30
 - Hyper-Assault Gauss 30
 - Hyper-Assault Gauss 30
 - Hyper-Assault Gauss 30
 - Hyper-Assault Gauss 30
 - Hyper-Assault Gauss 30
- 4-6**
- Hyper-Assault Gauss 30
 - Hyper-Assault Gauss 30
 - Hyper-Assault Gauss 30
 - Hyper-Assault Gauss 30
 - Hyper-Assault Gauss 30
 - Streak SRM 4
- Right Torso**
- XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Large Pulse Laser
 - Large Pulse Laser
 - Ammo (HAG 30) 4
 - Ammo (HAG 30) 4
 - Ammo (HAG 30) 4
 - Endo Steel
- 4-6**

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 [24]
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	○

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	