

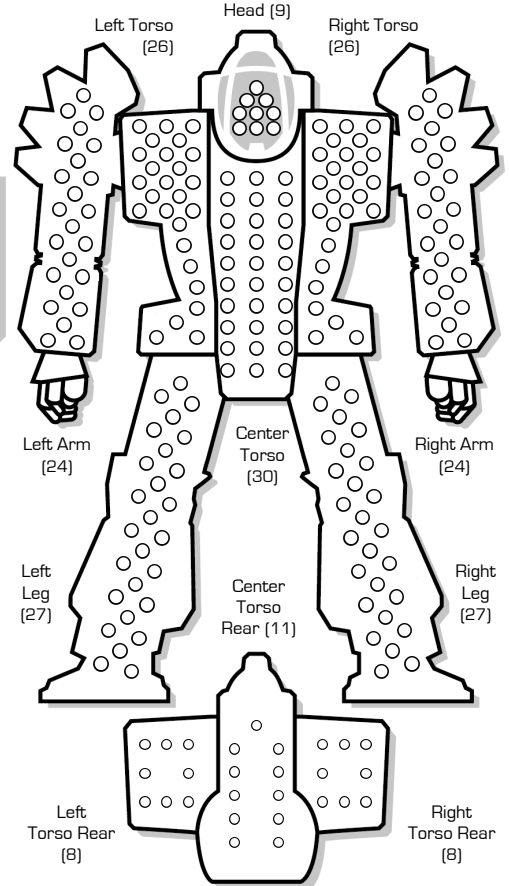
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 220

ARMOR DIAGRAM

Ferro-Fibrous



'MECH DATA

Type: Marauder IIC 8

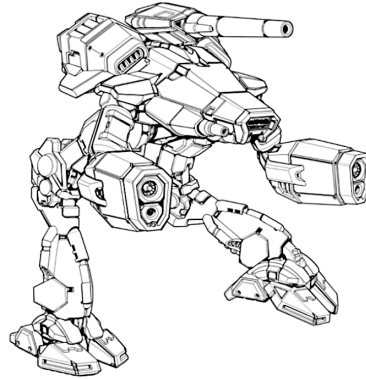
Movement Points: **Tonnage:** 85
 Walking: 4 **Tech Base:** Clan
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** Brawler

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	Medium Pulse Laser	CT	4	7	—	4	8	12
1	Medium Pulse Laser	RT	4	7	—	4	8	12
1	ER PPC	LT	15	15	—	7	14	23
1	ER Small Laser	LT	2	5	—	2	4	6
1	LRM 10	LT	4	1/Msl	—	7	14	21
1	ER PPC	RA	15	15	—	7	14	23
2	Medium Pulse Laser	LA	4	7	—	4	8	12

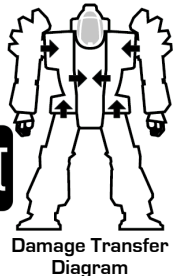
BV: 2,554



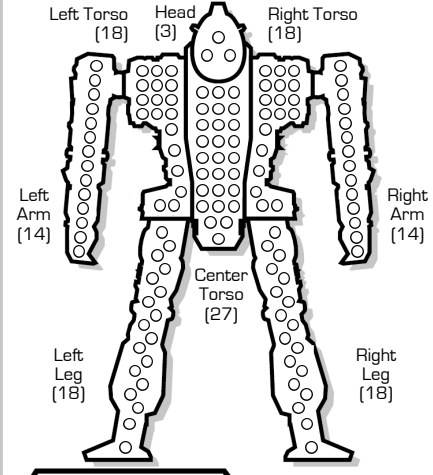
CRITICAL HIT TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Double Heat Sink 5. Double Heat Sink 6. Medium Pulse Laser	1. Medium Pulse Laser 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Double Heat Sink 5. Double Heat Sink 6. ER PPC	1. ER PPC 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Roll Again 6. Roll Again
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso (CASE)	1. Double Heat Sink 2. Double Heat Sink 3. ER PPC 4. ER PPC 5. LRM 10 6. ER Small Laser	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Medium Pulse Laser 6. Endo Steel
Right Torso	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Medium Pulse Laser 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Roll Again 6. Roll Again
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Double Heat Sink 6. Double Heat Sink	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Double Heat Sink 6. Double Heat Sink	

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	21 [42]
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

Overflow

30*
29
28*
27
26*
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