

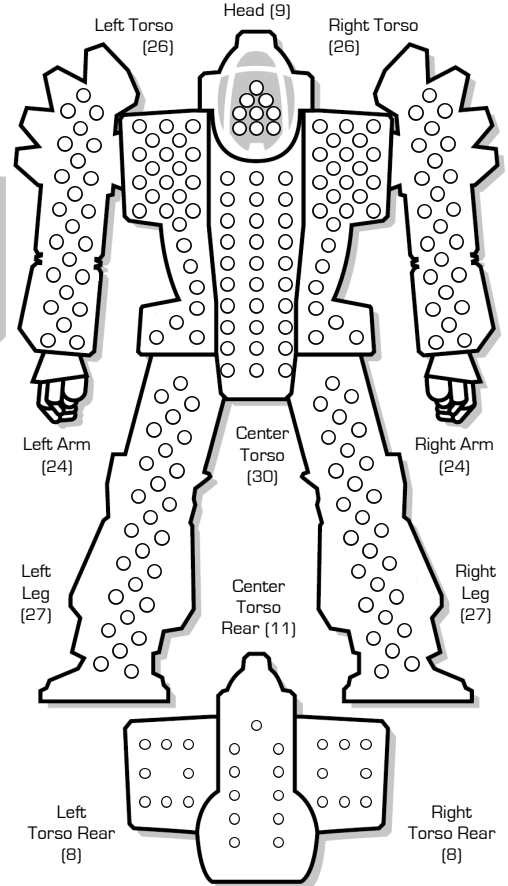
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 220

ARMOR DIAGRAM

Ferro-Fibrous



'MECH DATA

Type: Marauder IIC 9

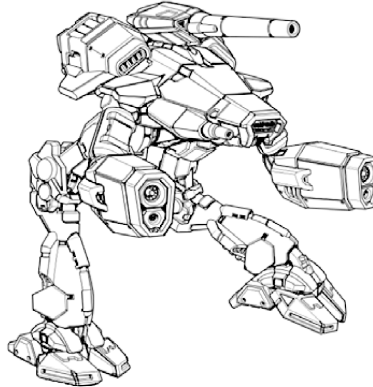
Movement Points: **Tonnage:** 85
 Walking: 4 **Tech Base:** Clan
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** Sniper

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	Streak SRM 4	CT	3	2/Msl	-	4	8	12
1	Streak SRM 4	RT	3	2/Msl	-	4	8	12
1	ER PPC	LT	15	15	-	7	14	23
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23

BV: 2,595



CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- ER PPC
 - ER PPC
 - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Left Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- ER PPC
 - ER PPC
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

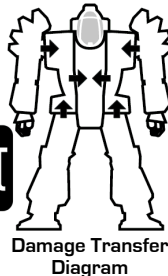
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support
- Center Torso (CASE)**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Streak SRM 4
 - Ammo (Streak SRM 4) 25
- 4-6

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

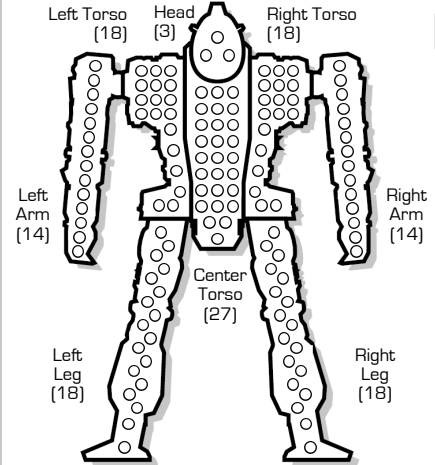
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- ER PPC
 - ER PPC
 - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Right Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Streak SRM 4
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

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

- 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	22 [44]
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*	+2 Modifier to Fire	○○○
16	Ammo Exp. avoid on 3+	○○○
15*	Shutdown, avoid on 3+	○○○
14*	+1 Modifier to Fire	○○○
13*	-2 Movement Points	○○○
12	Shutdown, avoid on 2+	○○○
11	+1 Modifier to Fire	○○○
10*	-1 Movement Points	○○○
9		○○○
8*		○○○
7		○○○
6		○○○
5*		○○○
4		○○○
3		○○○
2		○○○
1		○○○
0		○○○

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	22 [44]
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	○○○