

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Marauder MAD-3M

Movement Points: **Tonnage:** 75
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Introductory
Jumping: 0 **Role:** Brawler
Engine Type: 300 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AC/5	RT	1	5 [DB,S]	3	6	12	18

Ammo: (AC/5) 20

BV: 1,335



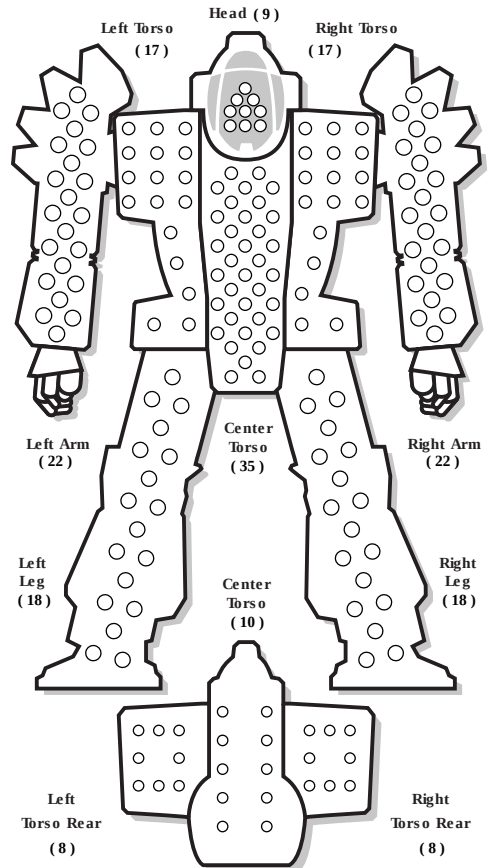
WARRIOR DATA

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

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

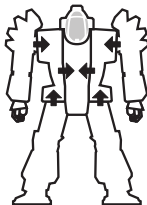
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

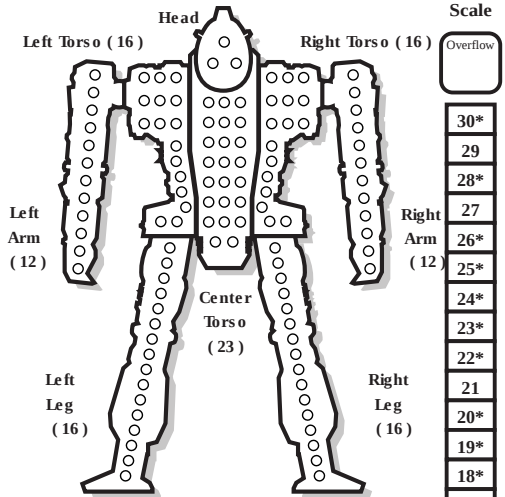
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Large Laser		4. Roll Again		4. Large Laser
	5. Large Laser		5. Sensors		5. Large Laser
	6. Medium Laser		6. Life Support		6. Medium Laser
Center Torso		Left Torso		Right Torso	
4-6	1. Roll Again	4-6	1. Heat Sink	1-3	1. Roll Again
	2. Roll Again		2. Heat Sink		2. Roll Again
	3. Roll Again		3. Heat Sink		3. Roll Again
	4. Roll Again		4. Ammo (AC/5) 20		4. Roll Again
	5. Roll Again		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Heat Sink		5. Heat Sink		
	6. Heat Sink		6. Heat Sink		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

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

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