

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder II MAD-4H

Movement Points: **Tonnage:** 100
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Standard
Jumping: 3 **Role:** Sniper
Engine Type: 300 Fusion

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
2	Rocket Launcher 20	LT	5	1/Msl [M,C]	—	3	7	12
3	Rocket Launcher 15	LT	4	1/Msl [M,C]	—	4	9	15
2	Rocket Launcher 20	RT	5	1/Msl [M,C]	—	3	7	12
3	Rocket Launcher 15	RT	4	1/Msl [M,C]	—	4	9	15
1	Rocket Launcher 10	HD	3	1/Msl [M,C]	—	5	11	18

WARRIOR DATA

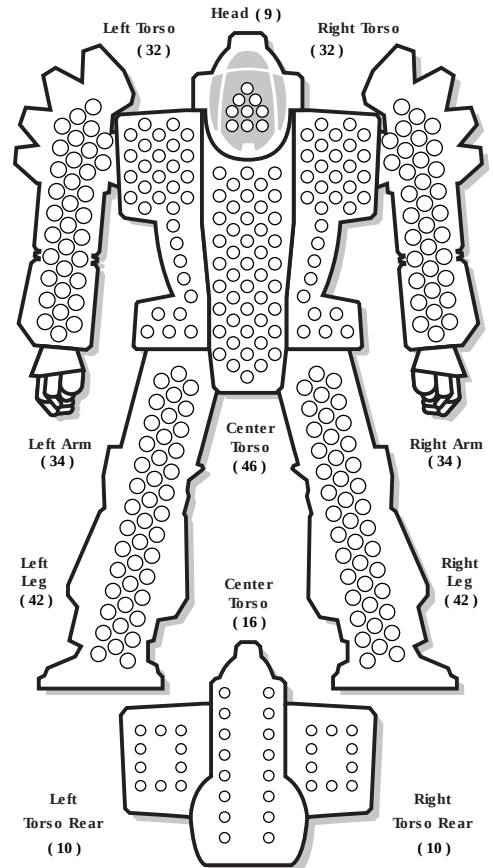
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM

Standard Armor



BV: 2,180

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- Heat Sink
- Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Rocket Launcher 10
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- Heat Sink
- Heat Sink

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

Left Torso

- Heat Sink
- ER PPC
- ER PPC
- ER PPC
- ER Medium Laser
- Roll Again

- Heat Sink
- ER PPC
- ER PPC
- ER PPC
- ER Medium Laser
- Roll Again

Right Torso

- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20

1-3

4-6

4-6

1-3

4-6

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

Left Torso

- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20

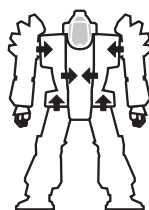
- Rocket Launcher 15
- Rocket Launcher 15
- Rocket Launcher 15
- Rocket Launcher 15
- Rocket Launcher 15
- Rocket Launcher 15

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

Right Leg

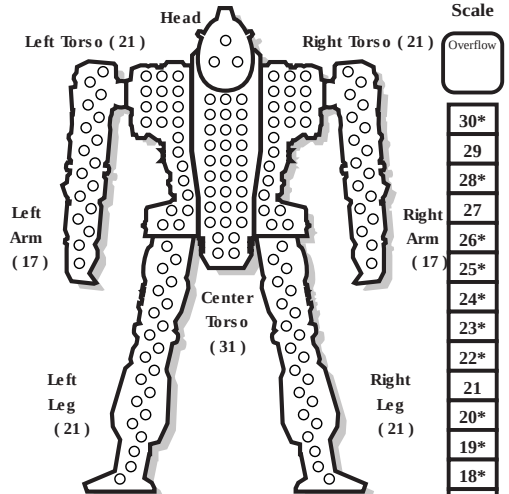
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	21
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

Overflow

30*
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