

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder IIC 7

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 255 XL

Tonnage: 85

Tech Base: Clan

Rules Level: Standard

Role: Juggernaut

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Streak SRM 4	LA	3	2/Msl [M,C]	—	4	8	12
1	HAG/30	RA	6	30 [C,F,X]	2	8	16	24
1	Streak SRM 4	RA	3	2/Msl [M,C]	—	4	8	12
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
1	ECM Suite	CT	—	[E]	—	—	—	6
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6

Ammo: (Gauss) 16, (HAG/30) 12, (Streak SRM 4) 25

BV: 2,808



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Streak SRM 4
- Endo Steel
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion 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

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

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

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ECM Suite
- Endo Steel

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- HAG/30
- HAG/30
- HAG/30

1-3

- HAG/30
- HAG/30
- HAG/30
- HAG/30
- HAG/30
- Streak SRM 4

4-6

Right Torso

- XL Fusion Engine
- XL Fusion 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

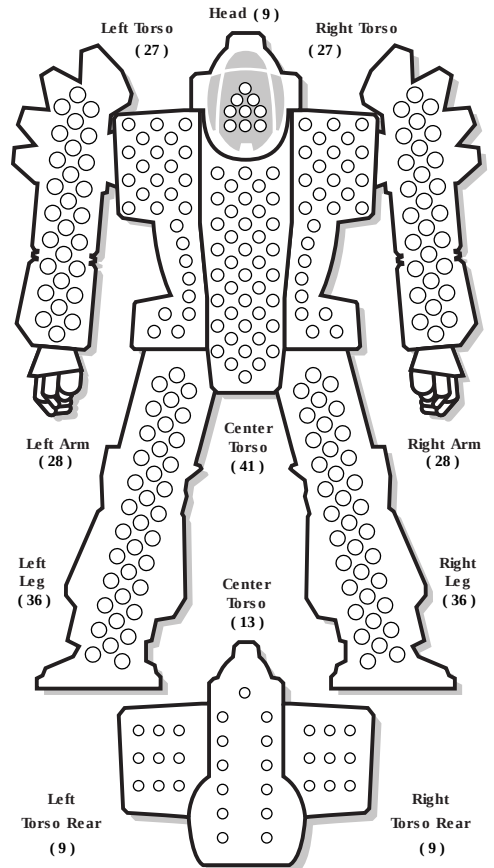
4-6

Right Leg

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

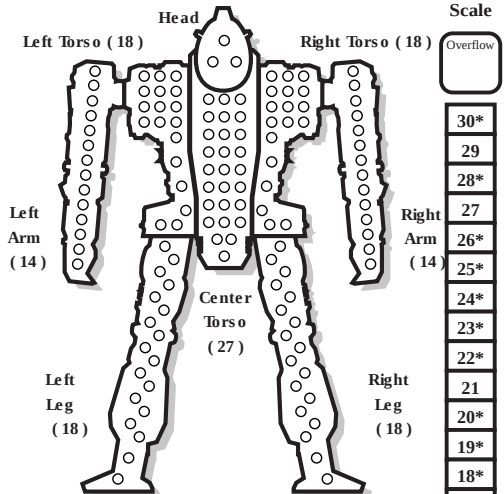
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
30	Shutdown	○○○
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*
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