

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder MAD-9W

Movement Points: **Tonnage:** 75
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Standard
Jumping: 5 **Role:** Skirmisher
Engine Type: 225 Light

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Snub-Nose PPC	RT	10	10/8/5 [DE,V]	—	9	13	15
1	C3i	RT	—	[E]	—	—	—	—

WARRIOR DATA

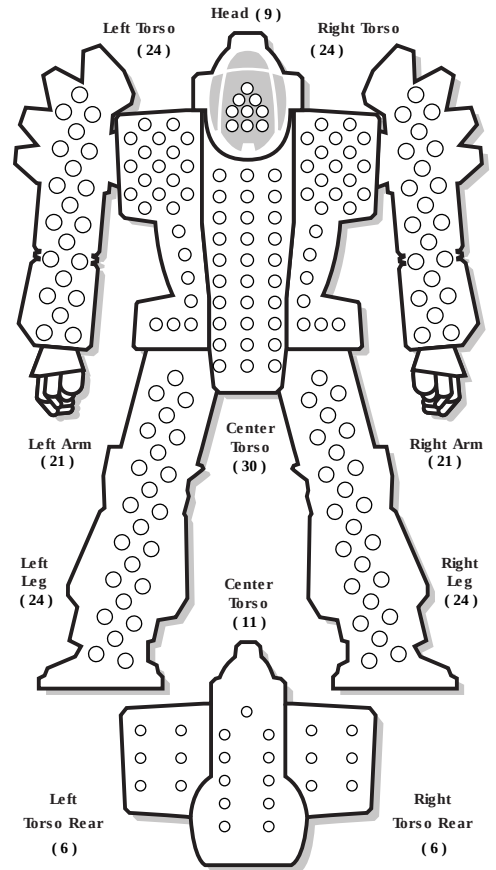
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Standard Armor



BV: 1,788

CRITICAL TABLE

Left Arm

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

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

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

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Large Laser
- Medium Pulse Laser

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Improved Jump Jet

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

Left Torso

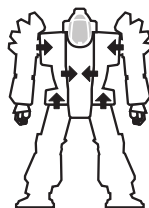
- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Right Leg

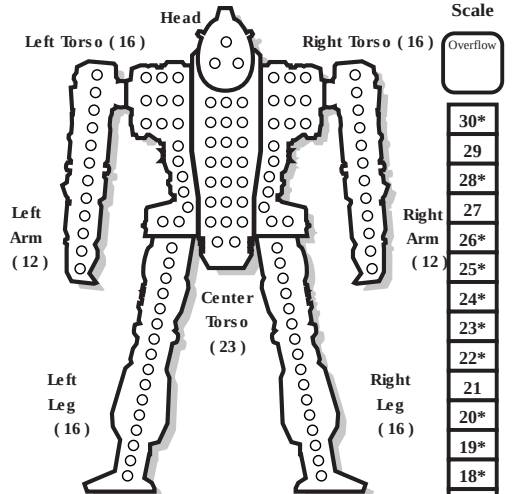
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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*
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16
15*
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