

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Marauder II(Rex)Fix MAD-4A

Movement Points: Tonnage: 100
Walking: 3 Tech Base: Mixed
Running: 5 3070
Jumping: 3 X/X-X-X-A

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun (C)	HD	0	2 [DB, AI]	--	1	2	3
1	Medium Pulse Laser (C)CT	4	7 [P]	--	4	8	12	
6	Machine Gun (C)	RT	0	2 [DB, AI]	--	1	2	3
6	Machine Gun (C)	LT	0	2 [DB, AI]	--	1	2	3
1	Gauss Rifle (C)	RA	1	15 [DB, X]	2	7	15	22
1	ER PPC (C)	LA	15	15 [DE]	--	7	14	23
1	Large Pulse Laser (C)	LA	10	10 [P]	--	6	14	20
1	Medium Pulse Laser (C)LA	4	7 [P]	--	4	8	12	
3	Machine Gun (C)	LA	0	2 [DB, AI]	--	1	2	3

Ammunition Type Rounds
Gauss Rifle 16
MG (1/2) 100

Cost: 10,350,000 C-Bills

BV: 3,080
Weapon Heat (34)
Dissipation (30)

WARRIOR DATA

Name:

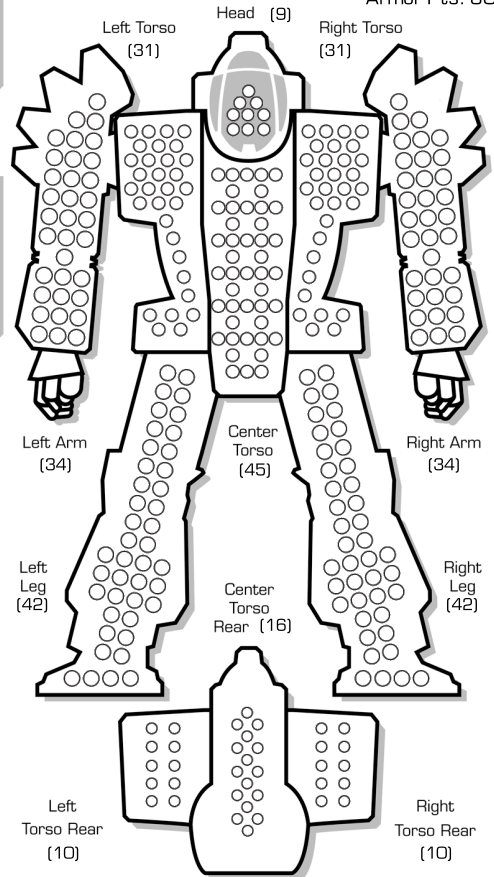
Gunnery Skill:

Piloting Skill:

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

ARMOR DIAGRAM

Armor Pts: 304



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser (C)
- Large Pulse Laser (C)
- ER PPC (C)

- ER PPC (C)
- Medium Pulse Laser (C)
- Roll Again
- Machine Gun (C)
- Machine Gun (C)
- Machine Gun (C)

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Machine Gun (C)
- Machine Gun (C)
- Machine Gun (C)

- Machine Gun (C)
- Machine Gun (C)
- Machine Gun (C)
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Machine Gun (C)
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Pulse Laser (C)
- Jump Jet

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)

- Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

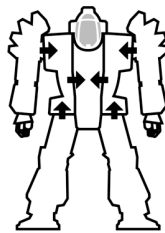
Right Torso (CASE)

- Machine Gun (C)
- Machine Gun (C)
- Machine Gun (C)
- Machine Gun (C)
- CASE
- @Gauss Rifle (8)

- @Gauss Rifle (8)
- Machine Gun (C)
- Machine Gun (C)
- @MG 1/2 (100)
- Roll Again
- Roll Again

Right Leg

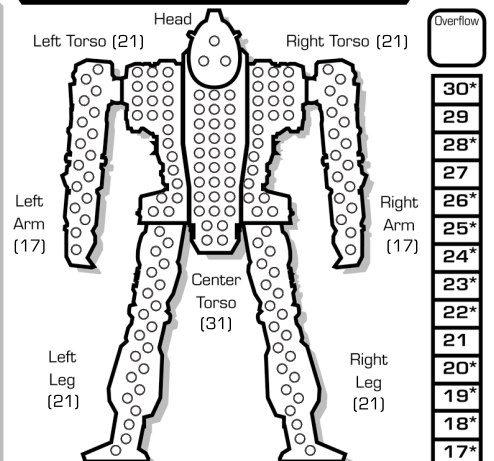
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
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
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