

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Marauder II Dash MDD-1A

Movement Points: Tonnage: 90
 Walking: 3 Tech Base: Mixed
 Running: 5 3051
 Jumping: 3 X/X-X-X-A

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle (C)	RT	1	15 [DB, X]	2	7	15	22
3	Small Pulse Laser (C)	LT	2	3 [P, AI]	-	2	4	6
1	Improved C3 Computer	LT	0	[E]	-	-	-	-
1	ER PPC (C)	RA	15	15 [DE]	-	7	14	23
1	ER PPC (C)	LA	15	15 [DE]	-	7	14	23
Ammunition Type		Rounds						
Gauss Rifle		24						

Cost: 10,569,700 C-Bills

BV: 2,908
 Weapon Heat (37)
 Dissipation (38)

WARRIOR DATA

Name:

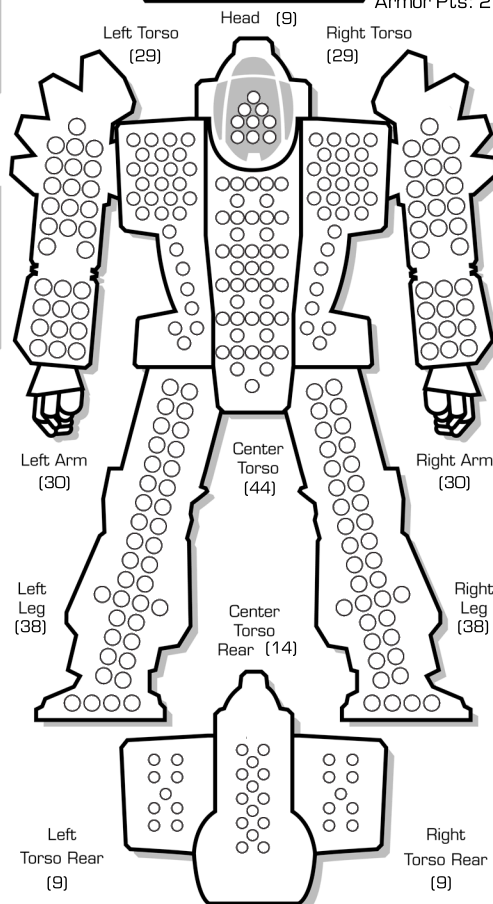
Gunnery Skill:

Piloting Skill:

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

ARMOR DIAGRAM

Armor Pts: 279



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC (C)
- ER PPC (C)
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo-Steel
- Endo-Steel
- Endo-Steel

Left Torso

- Jump Jet
- C3I
- C3I
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Small Pulse Laser (C)
- Small Pulse Laser (C)
- Small Pulse Laser (C)
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Jump Jet
- Endo-Steel

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

Right Arm

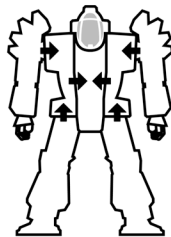
- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC (C)
- ER PPC (C)
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo-Steel
- Endo-Steel
- Endo-Steel

Right Torso (CASE)

- Jump Jet
- Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)

Right Leg

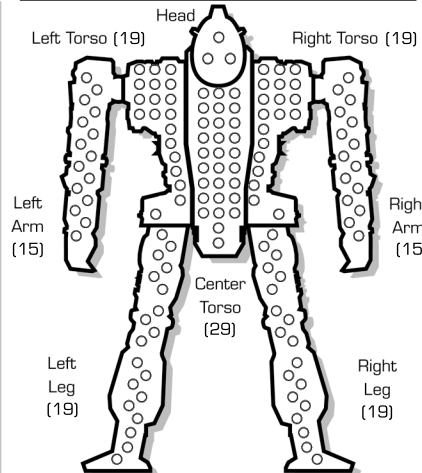
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 19 (38) 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
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
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12
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9
8*
7
6
5*
4
3
2
1
0