

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Marauder II(Rex)Fix2 MAD-4A

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

WARRIOR DATA

Name:
 Gunnery Skill: Piloting Skill:
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

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
1	Streak SRM-6 (C)	RT	4	2/m [M, C/C2/6]	-	4	8	12
1	Medium Pulse Laser (C)	RT	4	7 [P]	-	4	8	12
4	Machine Gun (C)	RT	0	2 [DB, AI]	-	1	2	3
3	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	ER Medium Laser (C)	LA	5	7 [DE]	-	5	10	15
3	Machine Gun (C)	LA	0	2 [DB, AI]	-	1	2	3
1	Machine Gun (C)	RL	0	2 [DB, AI]	-	1	2	3

Ammunition Type	Rounds
Gauss Rifle	16
MG (1/2)	100
Streak SRM-6	15

Cost: 10,384,000 C-Bills

BV: 3,026
 Weapon Heat (33)
 Dissipation (34)

CRITICAL HIT TABLE

Left Arm

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 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)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 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

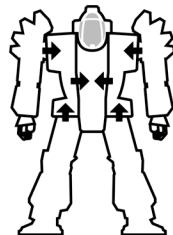
- Life Support
- Sensors
- Cockpit
- Machine Gun (C)
- Sensors
- Life Support

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 ○



Damage Transfer Diagram

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)
- Medium Pulse Laser (C)
- CASE
- @Gauss Rifle (8)

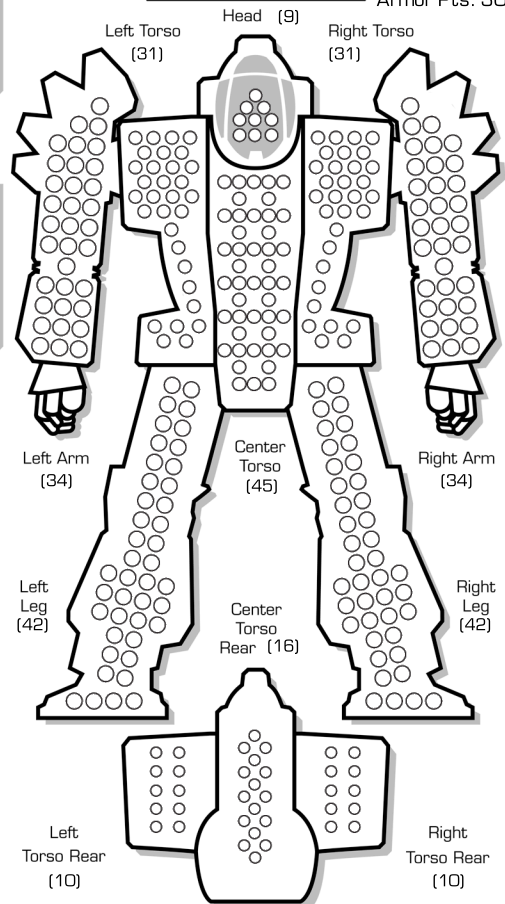
- @Gauss Rifle (8)
- @MG 1/2 (100)
- Streak SRM-6 (C)
- Streak SRM-6 (C)
- @Streak SRM 6 (15)
- Machine Gun (C)

Right Leg

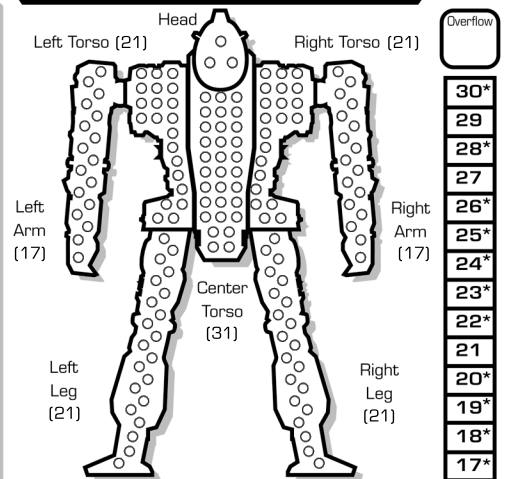
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Machine Gun (C)

ARMOR DIAGRAM

Armor Pts: 304



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) 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*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0