# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

**Type:** Mauler MAL-1K

**Movement Points:**
**Walking:** 3
**Running:** 5
**Jumping:** 0
**Engine Type:** 270 XL

**Tonnage:** 90
**Tech Base:** Inner Sphere
**Rules Level:** Standard
**Role:** Juggernaut

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Snub-Nose PPC | LA | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |
| 1 | Snub-Nose PPC | RA | 10 | 10/8/5 [DE,V] | — | 9 | 13 | 15 |
| 1 | LRM 15 | LT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Light AC/5 | LT | 1 | 5 [DB,S] | — | 5 | 10 | 15 |
| 1 | LRM 15 | RT | 5 | 1/Msl [M,C,S] | 6 | 7 | 14 | 21 |
| 2 | Light AC/5 | RT | 1 | 5 [DB,S] | — | 5 | 10 | 15 |

Ammo: (LAC/5) 80, (LRM 15) 32

**BV:** 1,622

### WARRIOR DATA

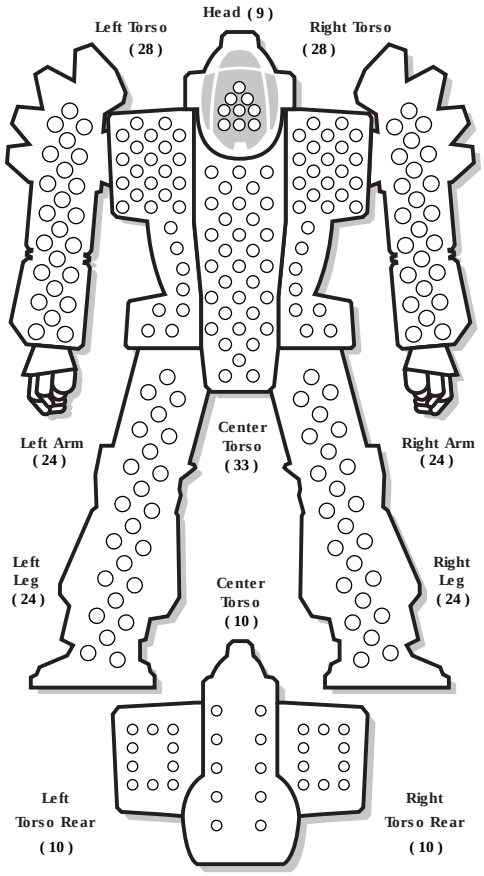
**Name:** _____

**Gunnery Skill:** _____ **Piloting Skill:** _____

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

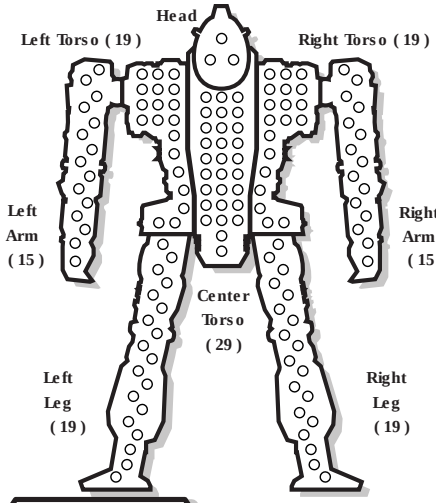
### ARMOR DIAGRAM

**Ferro-Fibrous**




### INTERNAL STRUCTURE DIAGRAM

**Standard Structure**




**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 |

### HEAT DATA

Double Heat Sinks: 11 (22)

| Heat Level* | Effects |
|---|---|
| 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 |

### CRITICAL TABLE

**Left Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Snub-Nose PPC
2. Snub-Nose PPC
3. Ammo (LAC/5) 20
4. Ammo (LAC/5) 20
5. Ferro-Fibrous
6. Ferro-Fibrous

**Left Torso**

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 15
5. LRM 15
6. LRM 15

4-6
1. Light AC/5
2. Light AC/5
3. Light AC/5
4. Light AC/5
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

**Head**

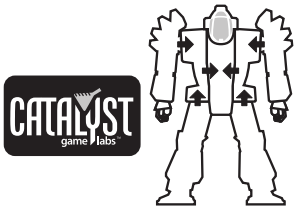
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

**Center Torso**

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

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




Damage Transfer Diagram

**Right Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Snub-Nose PPC
5. Snub-Nose PPC
6. Ammo (LAC/5) 20

4-6
1. Ammo (LAC/5) 20
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

**Right Torso**

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 15
5. LRM 15
6. LRM 15

4-6
1. Light AC/5
2. Light AC/5
3. Light AC/5
4. Light AC/5
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

**Right Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

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