

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder MAD-9S

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 300 Light

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Active Probe (Beagle)	LT	—	[E]	—	—	—	4
1	LB 10-X AC	RT	2	10	—	6	12	18
				[DB,C/F/S]				
1	ECM Suite (Guardian)	CT	—	[E]	—	—	—	6
1	Flamer	HD	3	2 [DE,H,AI]	—	1	2	3

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10

BV: 1,786



CRITICAL TABLE

Left Arm

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

1-3

- ER PPC
- ER PPC
- ER PPC
- ER Medium Laser
- Endo Steel
- Roll Again

4-6

Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- Active Probe (Beagle)
- Active Probe (Beagle)

1-3

- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Flamer
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- ECM Suite (Guardian)
- ECM Suite (Guardian)

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

Right Arm

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

1-3

- ER PPC
- ER PPC
- ER PPC
- ER Medium Laser
- Endo Steel
- Roll Again

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

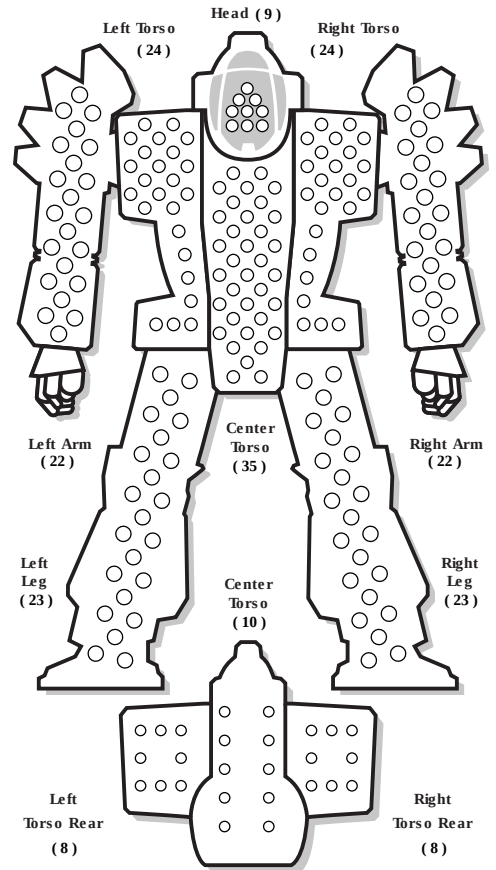
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram

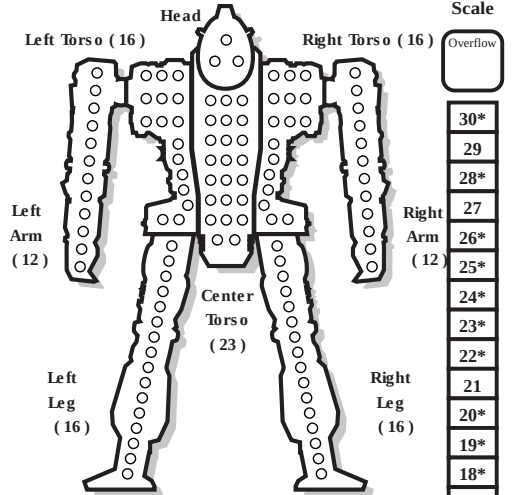
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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*
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21
20*
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16
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4
3
2
1
0