BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder MAD-7C

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper
Engine Type:	300 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9
1	Light Gauss Rifle	RT	1	8 [DB,X]	3	8	17	25
1	ECM Suite (Guardian)	RT	—	[E]	—	—	—	6
1	C3 Computer (Slave)	HD	—	[E]	—	—	—	—

Ammo: (Light Gauss) 16

BV: 1,810

WARRIOR DATA

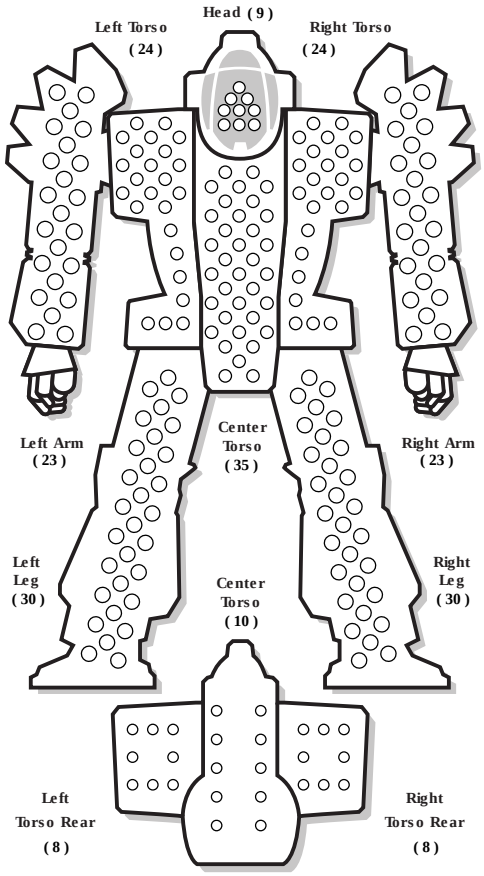
Name: _____

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

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

ARMOR DIAGRAM

Ferro-Fibrous



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. ER PPC
2. ER PPC
3. ER PPC
4. Medium X-Pulse Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

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

Head

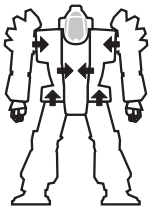
1. Life Support
2. Sensors
3. Cockpit
4. C3 Slave
5. Sensors
6. Life Support

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. Ammo (Light Gauss) 16
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. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER PPC
2. ER PPC
3. ER PPC
4. Medium X-Pulse Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso (CASE II)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

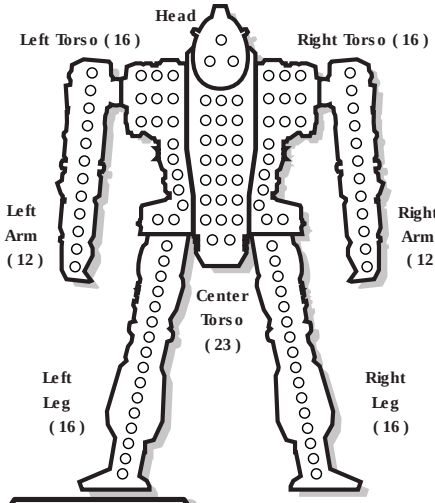
4-6
1. Light Gauss Rifle
2. Light Gauss Rifle
3. ECM Suite (Guardian)
4. ECM Suite (Guardian)
5. CASE II
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. 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: 15 (30)

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	

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