

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Mauler MAL-4X 'Todesbote'

Movement Points: **Tonnage:** 90
Walking: 3 **Tech Base:** Inner Sphere
Running: 4 **Rules Level:** Advanced
Jumping: 0 **Role:** Juggernaut
Engine Type: 270 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HVAC/10	LA	7	10 [DB]	—	6	12	20
1	HVAC/10	RA	7	10 [DB]	—	6	12	20
1	MML 7	LT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 7	RT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9

Ammo: (HVAC/10) 32, (MML 7/LRM) 17

BV: 1,904



WARRIOR DATA

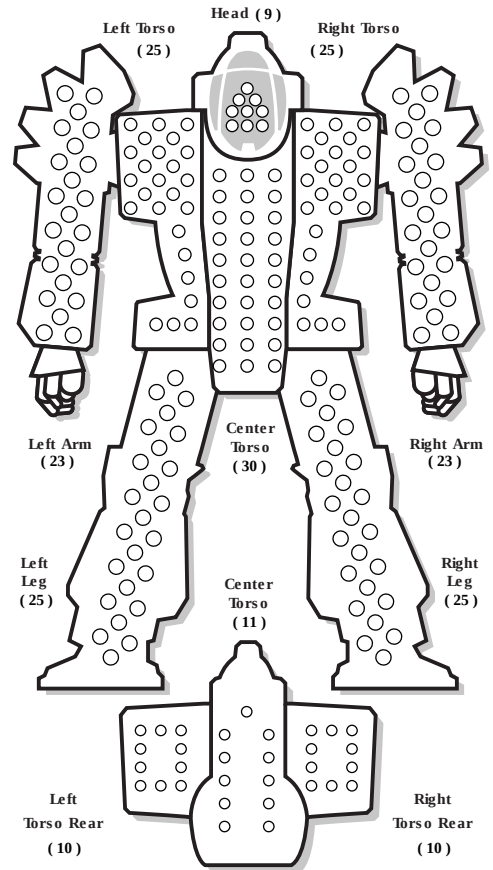
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

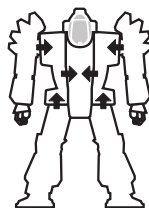
ARMOR DIAGRAM

Hardened



CRITICAL TABLE

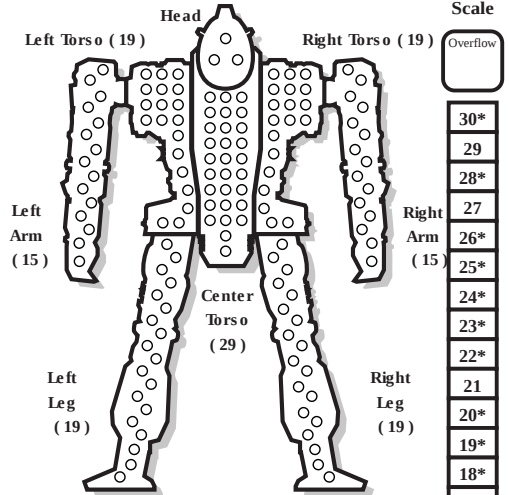
Left Arm (CASE II)		Head		Right Arm (CASE II)	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. HVAC/10		4. Roll Again		4. HVAC/10
	5. HVAC/10		5. Sensors		5. HVAC/10
	6. HVAC/10		6. Life Support		6. HVAC/10
Center Torso (CASE II)		Left Torso		Right Torso	
4-6	1. HVAC/10	4-6	1. XL Fusion Engine	4-6	1. HVAC/10
	2. HVAC/10		2. XL Fusion Engine		2. HVAC/10
	3. HVAC/10		3. XL Fusion Engine		3. HVAC/10
	4. Ammo (HVAC/10) 8		4. Ammo (HVAC/10) 8		4. Ammo (HVAC/10) 8
	5. HVAC/10		5. Ammo (HVAC/10) 8		5. Ammo (HVAC/10) 8
	6. CASE II		6. CASE II		6. CASE II
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Endo Steel		5. Endo Steel		
	6. Endo Steel		6. Endo Steel		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

Heat Scale
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