

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: **Marauder II MAD-4A**

Movement Points: Tonnage: 100
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Era: Late Succession Wars
 Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RT	8	8	-	5	10	15
+11	Medium Laser	RA	3	5	-	3	6	9
+11	PPC	RA	10	10	3	6	12	18
1	Medium Laser	LA	3	5	-	3	6	9
1	PPC	LA	10	10	3	6	12	18

Cost: 9,356,000

BV: 2,488

WARRIOR DATA

Name: jymset (Player 2)

Gunnery Skill: 3 Piloting Skill: 5

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

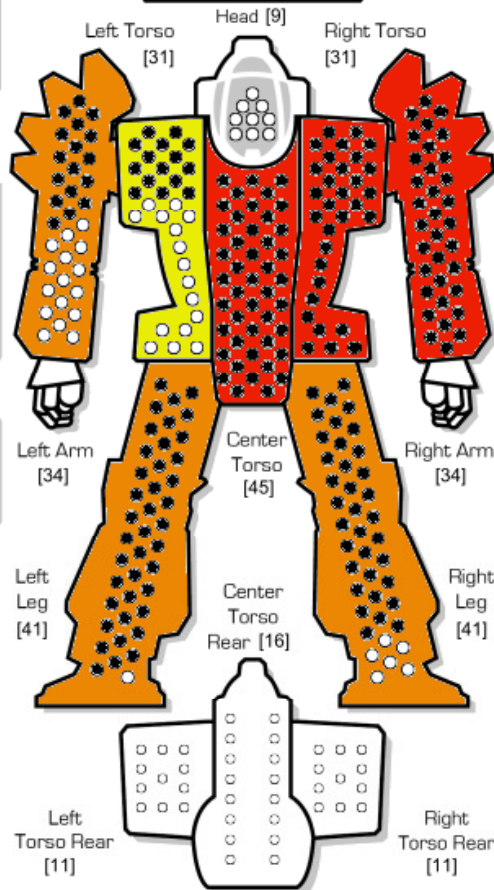
RULES LEVELS

Current: Introductory
 Era Specific: Introductory
 Year Specific: Introductory



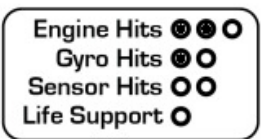
Armor Factor = 304

ARMOR DIAGRAM

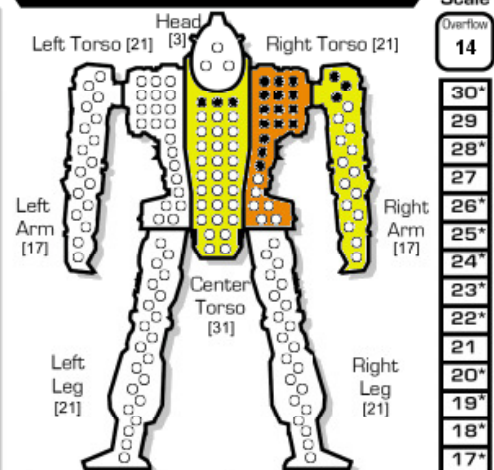


CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. PPC	5. PPC	6. PPC
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. PPC	5. PPC	6. PPC
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Heat Sink	2. Heat Sink	3. Heat Sink	4. Heat Sink	5. Heat Sink	6. Heat Sink
Right Torso	1. Heat Sink	2. Heat Sink	3. Heat Sink	4. Heat Sink	5. Heat Sink	6. Heat Sink
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Jump Jet
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Jump Jet



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
29	Shutdown	29 Single
30	Ammo Exp. avoid on 8+	○○○○
28	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	Overheat
30°	14
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	