

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 |
| 1 | Medium Laser | RA | 3 | 5 | - | 3 | 6 | 9 |
| 1 | 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: chihawk (Player 7)

Gunnery Skill: 3 Piloting Skill: 5

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

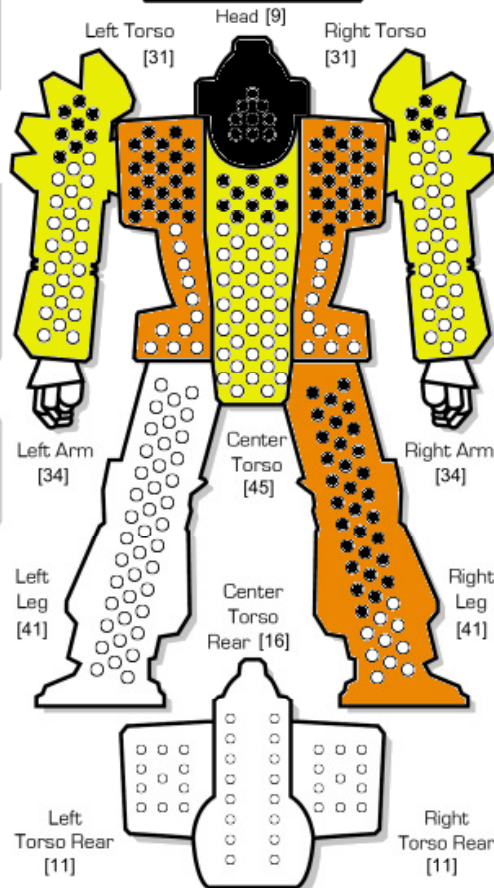
RULES LEVELS

Current: Introductory
 Era Specific: Introductory
 Year Specific: Introductory



Armor Factor = 304

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

Center Torso

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

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Roll Again

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

Left Leg

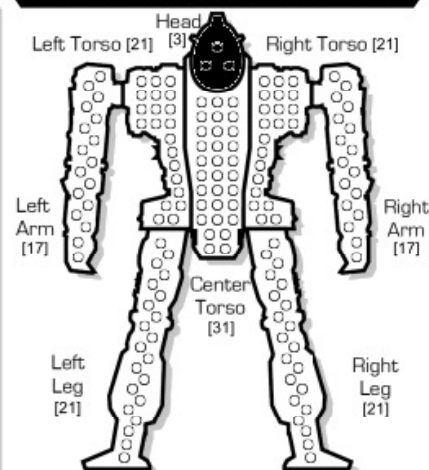
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Jump Jet

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Jump Jet



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overheat 0

| |
|-----|
| 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

| Heat Level* | Effects | Heat Sinks: |
|-------------|------------------------|-------------|
| 30 | Shutdown | 29 |
| 28 | Ammo Exp. avoid on 8+ | Single |
| 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 | |