

BATTLETECH

'MECH RECORD SHEET

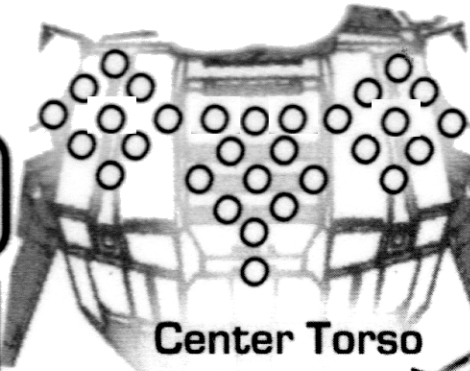
Right Left

Left Rear Right

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



Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

1-3

4-6

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Roll Again
- 6. Roll Again

Right Torso

- 1. LRM/15
- 2. LRM/15
- 3. LRM/15
- 4. LRM/15
- 5. Roll Again
- 6. Roll Again

Right Arm

- 1. Shoulder
- 2. Shoulder Spike
- 3. Lower Arm Actuator
- 4. PPC
- 5. PPC
- 6. PPC

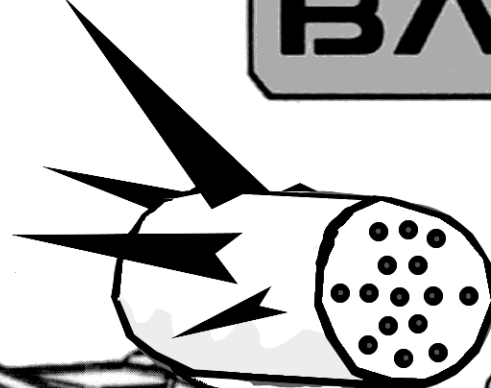
1-3

4-6

Medium Laser

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink



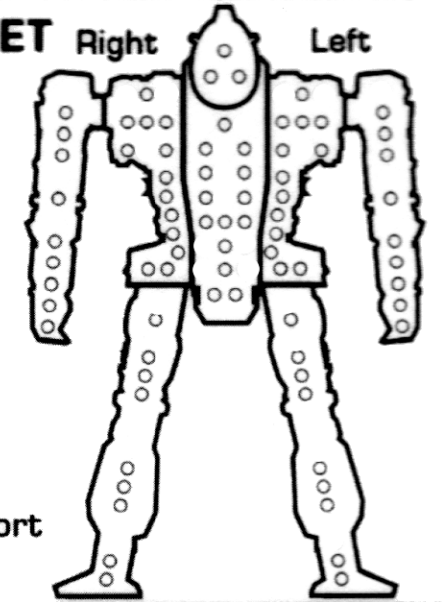
Left Torso

Ammo (LRM/15) 20

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

INTERNAL STRUCTURE DIAGRAM

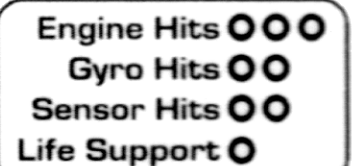


Left Arm

- 1. Shoulder
- 2. Shoulder Spikes
- 3. Lower Arm Actuator
- 4. PPC
- 5. PPC
- 6. PPC

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink



HEAT DATA

Heat Level*	Effects	Heat Sinks
30	Shutdown	16
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	○

'MECH DATA

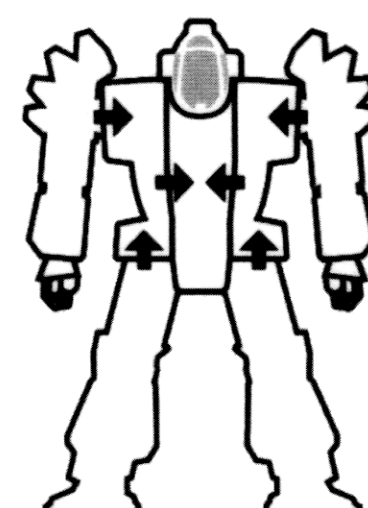
Type: Marauder MAD-7X

Movement Points:	Tonnage:	75
Walking: 2	Tech Base:	Inner Sphere
Running: 0	Rules Level:	Introductory
Jumping: 0	Role:	Sniper

Weapons & Equipment Inventory		(hexes)						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM/15	RT	10	1/MSL	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	PPC	LA	10	10 [DE]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

Ammo: [AC/5] 20

BV: 1,363



Damage Transfer Diagram

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

MECH VARIANT
BY
DRAGONS1019367