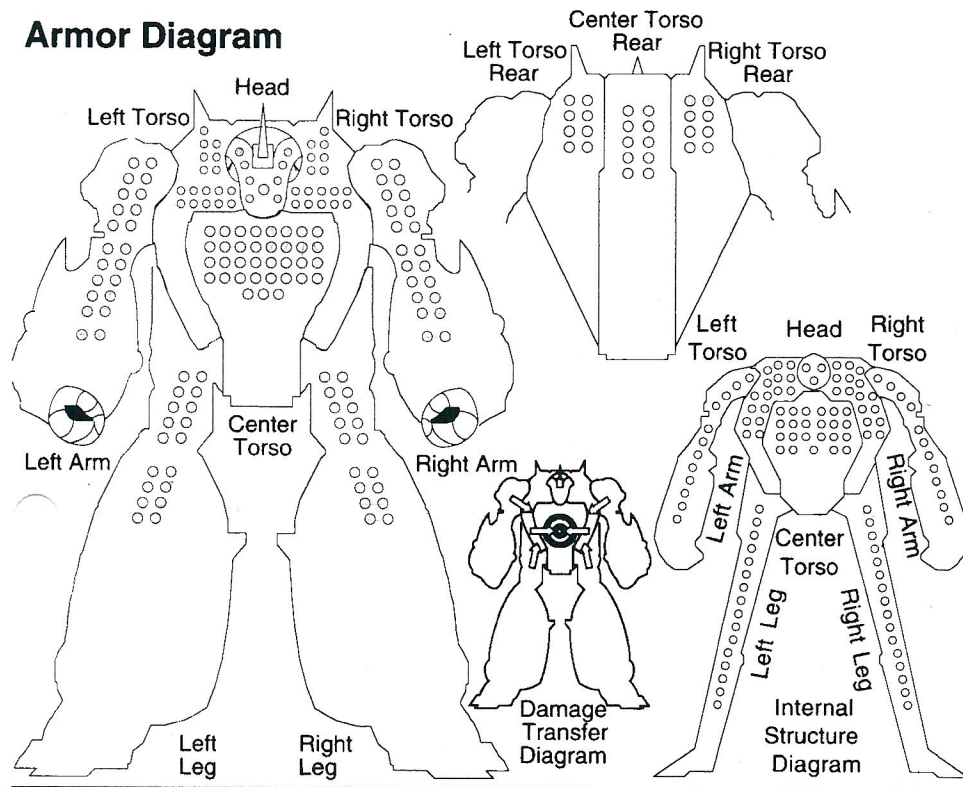


BATTLETECH®

BATTLEMECH RECORD SHEET

Armor Diagram



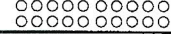
Mech Data

Type: **MAD-3D Marauder**
 Tonnage: **75** Technology Base: Inner Sphere
 Movement Points: Walking: **4** Running: **6** Jumping: **0**
 Inner Sphere: 2600

Weapons Inventory

#	Type	Loc-	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Large Laser	RT	8	8	0	5	10	15

Total Single Heat Sinks: **20**



187

Operational Disabled

Warrior Data

Name: _____
 Gunnery Skill: 13 Piloting Skill: 14
 Hits Taken:

1	2	3	4	5	6
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 Conscious #:

3	5	7	10	11	Dead
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- #### Left Arm
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - PPC
 - PPC
 - PPC

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- #### Left Torso
- Heat Sink
 - Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

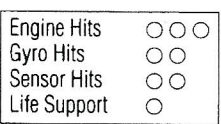
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- #### Left Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Heat Sink

Critical Hit Table

- #### Head
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support

- #### Center Torso
- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro



Cost 6,597,500

- #### Right Arm
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - PPC
 - PPC
 - PPC

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- #### Right Torso
- Large Laser
 - Large Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- #### Right Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Heat Sink

Heat Scale

30	SHUTDOWN	-
29		
28	Ammo Explosion, avoid on 8+	
27		
26	Shutdown, avoid on 10+	+2
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Explosion, avoid on 6+	
22	Shutdown, avoid on 8+	
21		
20	-4 Movement Points	
19	Ammo Explosion, avoid on 4+	
18	Shutdown, avoid on 6+	+1
17	+3 Modifier to Fire	
16		
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
12		
11		
10	-2 Movement Points	
9		
8	+1 Modifier to Fire	
7		
6		
5	-1 Movement Points	
4		
3		
2		
1		
0		

