

BATTLETECH™

LAND-AIR 'MECH RECORD SHEET

MECH DATA

Type: Marauder LAM MAD-L
Tonnage: 55 **Tech Base:** Inner Sphere
Movement Points: **Rules Level:** Experimental
BattleMech
Walking: 4 **AirMech** **Fighter**
Running: 6 **Walking:** 2 **Cruising:** 12 **Safe Thrust:** 4
Jumping: 4 **Running:** 3 **Flanking:** 18 **Max Thrust:** 6

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	LA	5	5 [DE]	3	6	12	18
	w/Capacitor							
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Light PPC	RA	5	5 [DE]	3	6	12	18
	w/Capacitor							
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Light AC/5	RT	1	5 [DB.S]	—	5	10	15
1	Fuel Tank	RL	—	[E]	—	—	—	—
1	Fuel Tank	CT	—	[E]	—	—	—	—
1	Fuel Tank	LL	—	[E]	—	—	—	—

Ammo: (LAC/5) 20

BV: 1,677



WARRIOR DATA

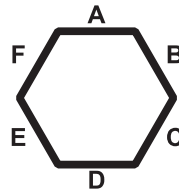
Name: _____

BattleMech
Gunnery Skill: _____ **Piloting Skill:** _____
Aerospace
Gunnery Skill: _____ **Piloting Skill:** _____

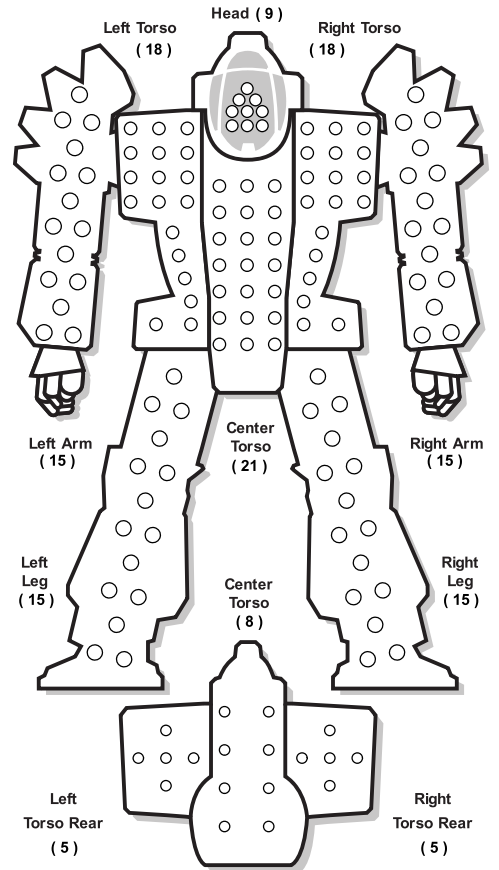
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



Advanced Movement Compass



ARMOR DIAGRAM



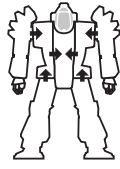
CRITICAL TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Light PPC 6. Light PPC	1. PPC Capacitor 2. Medium Laser 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Light PPC 6. Light PPC	1. PPC Capacitor 2. Medium Laser 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Landing Gear 6. Fuel Tank
Left Torso	1. Landing Gear 2. Avionics 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Jump Jet	1. Jump Jet 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Torso	1. Landing Gear 2. Avionics 3. Light AC/5 4. Light AC/5 5. Ammo (LAC/5) 20 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. Jump Jet 4. Jump Jet 5. Roll Again 6. Roll Again
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Fuel Tank 6. Roll Again	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Fuel Tank 6. Roll Again	

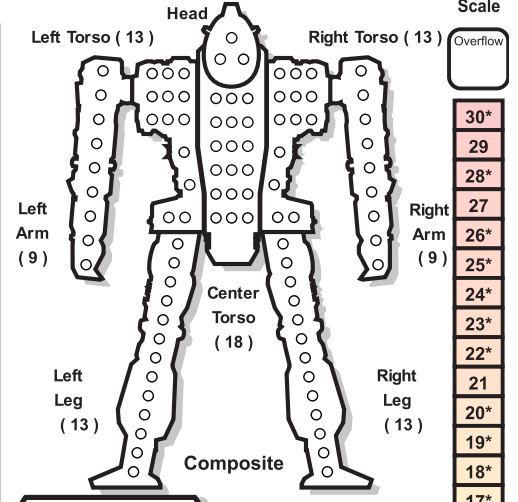
Avionics Hits ○○○○
 Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Landing Gear ○
 Life Support ○
 Structural Integrity ○○○○○○○○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20) (AirMech +3)
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	5 Movement Points /Rand. Movement 10+	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	4 Movement Points /Rand. Movement 8+	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	3 Movement Points /Rand. Movement 7+	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	2 Movement Points /Rand. Movement 6+	○
8	+1 Modifier to Fire	○
5	1 Movement Points /Rand. Movement 5+	○