

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Katana (Crockett) CRK-5003-2

Movement Points: **Tonnage:** 85  
Walking: 3 **Tech Base:** Inner Sphere  
Running: 5 **Rules Level:** Standard  
Jumping: 3 **Role:** Juggernaut  
Engine Type: 255 Fusion

### Weapons & Equipment Inventory

(hexes)

| Qty | Type        | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|-------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | Large Laser | LA  | 8  | 8 [DE]        | —   | 5   | 10  | 15  |
| 1   | Small Laser | LA  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |
| 1   | Large Laser | RA  | 8  | 8 [DE]        | —   | 5   | 10  | 15  |
| 1   | Small Laser | RA  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |
| 1   | SRM 6       | LT  | 4  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |
| 1   | LB 10-X AC  | LT  | 2  | 10            | —   | 6   | 12  | 18  |
|     |             |     |    | [DB,C/F/S]    |     |     |     |     |
| 1   | SRM 6       | RT  | 4  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10, (SRM 6) 30

BV: 1,629



### WARRIOR DATA

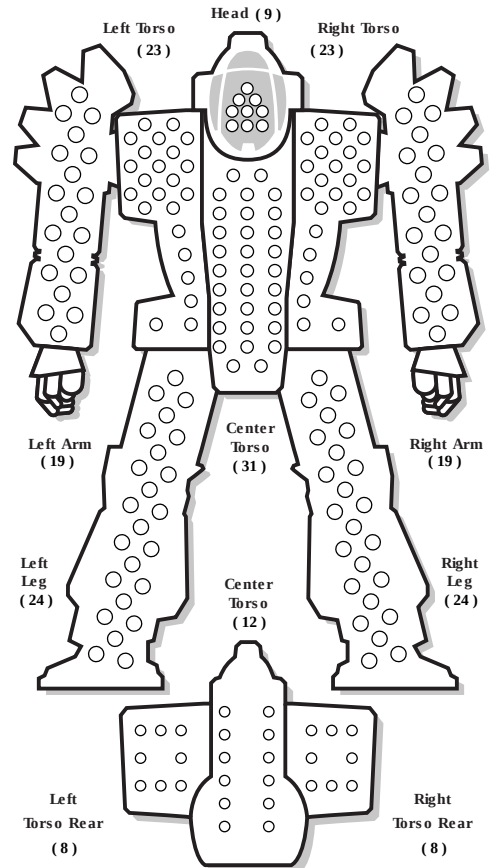
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

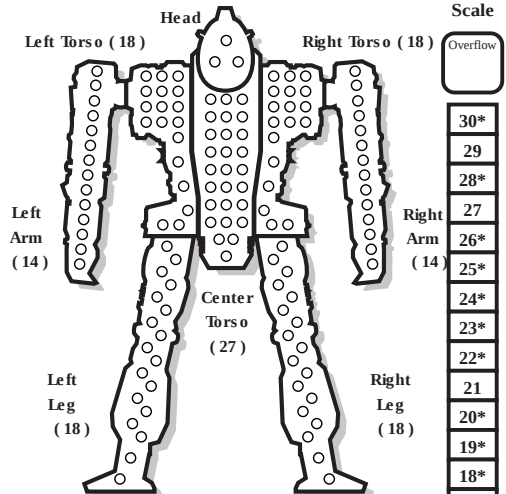
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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   |

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Laser
- Large Laser
- Small Laser

1-3

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

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- SRM 6
- SRM 6

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

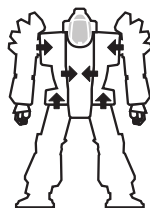
#### Center Torso

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

4-6

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

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Laser
- Large Laser
- Small Laser

1-3

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

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- SRM 6
- SRM 6

1-3

- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ammo (LB 10-X Cluster) 10
- Ammo (LB 10-X) 10
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: |
|-------------|------------------------|-------------|
| 30          | Shutdown               | 20          |
| 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     | ○○○         |