

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Crusader CRD-5K

Movement Points: **Tonnage:** 65
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 4 **Role:** Skirmisher
Engine Type: 260 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 30	LA	10	1/Msl [M,C]	—	3	8	15
1	MRM 30	RA	10	1/Msl [M,C]	—	3	8	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6
1	C3 Computer (Slave)	HD	—	[E]	—	—	—	—

Ammo: (MRM 30) 32

BV: 1,463

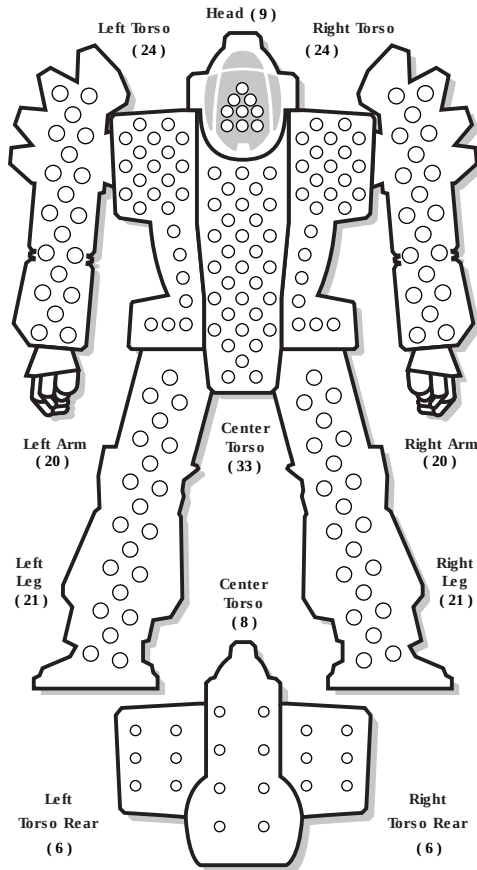
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

ARMOR DIAGRAM

Standard Armor

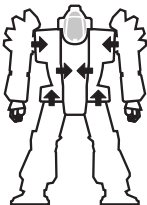


CRITICAL TABLE

Left Arm		Head		Right Arm		
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder	
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator	
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator	
4-6	4. Hand Actuator	4-6	4. C3 Slave	4-6	4. Hand Actuator	
	5. MRM 30		5. Sensors		5. MRM 30	
	6. MRM 30		6. Life Support		6. MRM 30	
Center Torso		Right Torso		Left Torso (CASE)		
1-3	1. MRM 30	1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine	
	2. MRM 30		2. XL Fusion Engine		2. XL Fusion Engine	
	3. MRM 30		3. XL Fusion Engine		3. XL Fusion Engine	
4-6	4. Endo Steel	4-6	4. Gyro	4-6	4. Jump Jet	
	5. Endo Steel		5. Gyro		5. Jump Jet	
	6. Endo Steel		6. Gyro		6. Medium Laser	
Engine Hits		Right Leg		Left Leg		
Gyro Hits		1-3	1. XL Fusion Engine	1-3	1. Hip	
Sensor Hits			2. XL Fusion Engine		2. Upper Leg Actuator	
Life Support			3. XL Fusion Engine		3. Lower Leg Actuator	
		4-6	4. XL Fusion Engine	4-6	4. Foot Actuator	
			5. Medium Pulse Laser		5. Endo Steel	
			6. Medium Pulse Laser		6. Endo Steel	



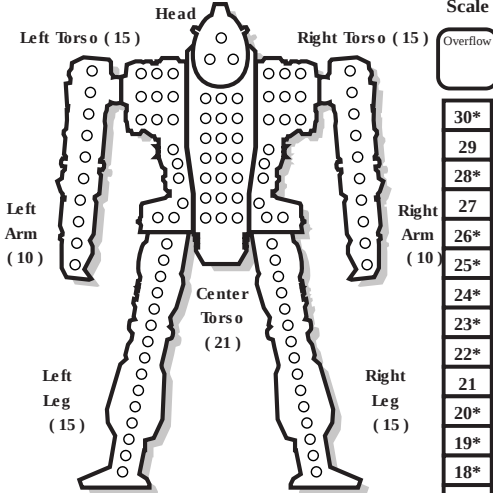
Damage Transfer Diagram



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	11 (22)
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	

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
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