

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Crusader CRD-8L

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 325 XL

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	LA	10	10 [DE,H]	—	5	10	15
1	MML 7	LA	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	MML 7	RA	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12

Ammo: (MML 7/LRM) 34, (MML 7/SRM) 28, (Plasma Rifle) 30

BV: 1,701



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Plasma Rifle
- Plasma Rifle

1-3

- MML 7
- MML 7
- MML 7
- MML 7
- ER Medium Laser
- Endo Steel

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (MML 7/LRM) 17
- Ammo (MML 7/SRM) 14
- Ammo (Plasma Rifle) 10

1-3

- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Plasma Rifle
- Plasma Rifle

1-3

- MML 7
- MML 7
- MML 7
- MML 7
- ER Medium Laser
- Endo Steel

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (MML 7/LRM) 17
- Ammo (MML 7/SRM) 14
- Ammo (Plasma Rifle) 10

1-3

- Ammo (Plasma Rifle) 10
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

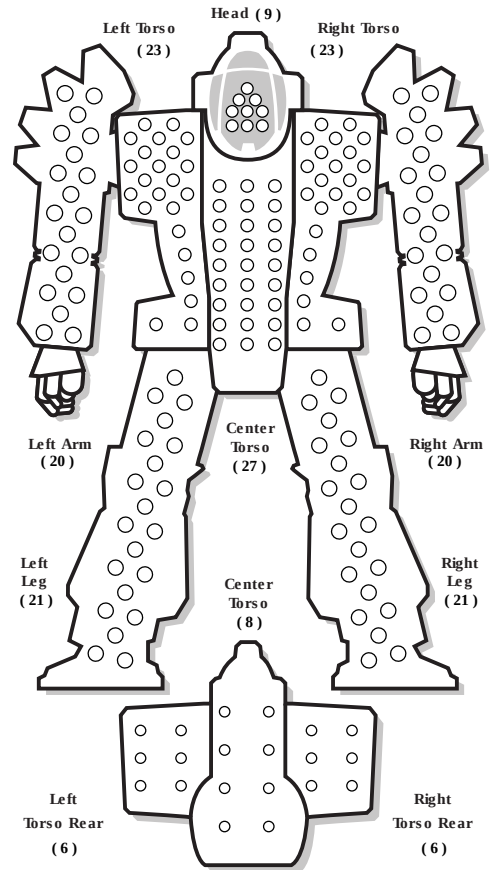
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

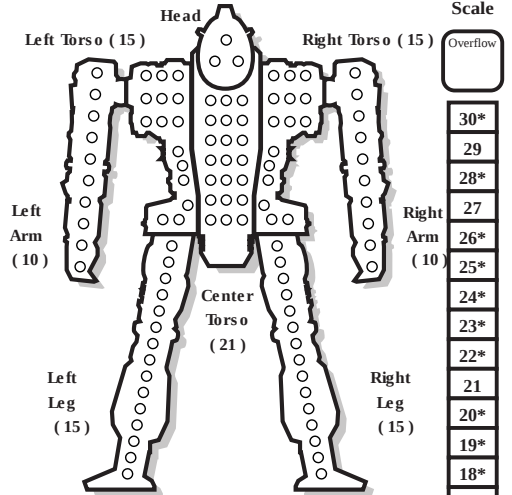
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
30	Shutdown	○
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	○