

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Crusader CRD-5S

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 260 Fusion

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

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	SRM 6	LL	4	2/Msl [M,C,S]	—	3	6	9
1	SRM 6	RL	4	2/Msl [M,C,S]	—	3	6	9
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3

Ammo: (LRM 15) 16, (SRM 6) 15

BV: 1,446



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15

1-3

- LRM 15
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRM 6
- SRM 6

Head

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

Center Torso (CASE)

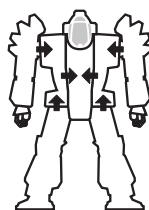
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (SRM 6) 15
- CASE

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15

1-3

- LRM 15
- Medium Laser
- Flamer
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- CASE
- Roll Again
- Roll Again
- Roll Again

1-3

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

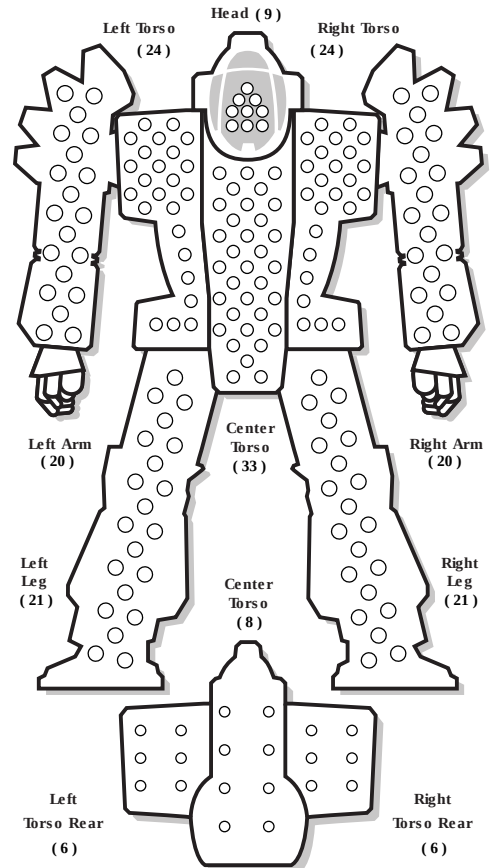
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRM 6
- SRM 6

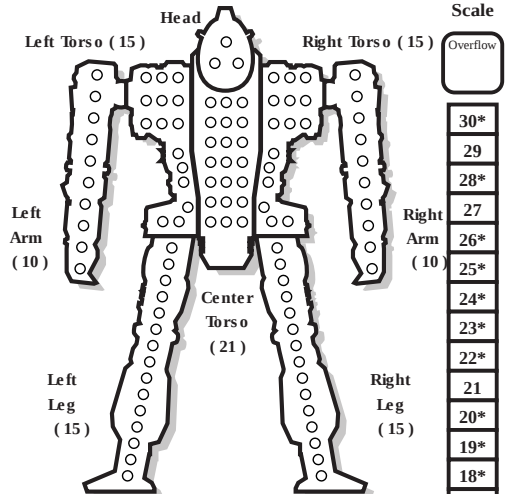
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)	Heat Scale
30	Shutdown	○	30*
28	Ammo Exp, avoid on 8+	○	29
26	Shutdown, avoid on 10+	○	28*
25	-5 Movement Points	○	27
24	+4 Modifier to Fire	○	26*
23	Ammo Exp, avoid on 6+	○	25*
22	Shutdown, avoid on 8+	○	24*
20	-4 Movement Points	○	23*
19	Ammo Exp, avoid on 4+	○	22*
18	Shutdown, avoid on 6+	○	21
17	+3 Modifier to Fire	○	20*
15	-3 Movement Points	○	19*
14	Shutdown, avoid on 4+	○	18*
13	+2 Modifier to Fire	○	17*
10	-2 Movement Points	○	16
8	+1 Modifier to Fire	○	15*
5	-1 Movement Points	○	14*
		○	13*
		○	12
		○	11
		○	10*
		○	9
		○	8*
		○	7
		○	6
		○	5*
		○	4
		○	3
		○	2
		○	1
		○	0