

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Crusader CRD-9BR

Movement Points:

Walking: 5 [6]

Running: 8 [9]

Jumping: 0

Engine Type: 325 XXL

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Advanced

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
2	Medium Laser	LL	3	5 [DE]	—	3	6	9
2	Medium Laser	RL	3	5 [DE]	—	3	6	9
1	Claw	LA	—	10	—	—	—	—
1	LRM 10	LA	4	1/Msl [M,C,S]	6	7	14	21
1	Claw	RA	—	10	—	—	—	—
1	LRM 10	RA	4	1/Msl [M,C,S]	6	7	14	21
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Ammo: (LRM 10) 12

BV: 1,653



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Claw
- Claw
- Claw

1-3

- Claw
- Claw
- LRM 10
- LRM 10
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- Medium Pulse Laser
- Triple Strength Myomer
- Triple Strength Myomer
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Medium Laser
- Medium Laser

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

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

1-3

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

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Claw
- Claw
- Claw

1-3

- Claw
- Claw
- LRM 10
- LRM 10
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Right Torso (CASE II)

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- Medium Pulse Laser
- Ammo (LRM 10) 12
- CASE II
- Roll Again
- Roll Again
- Roll Again

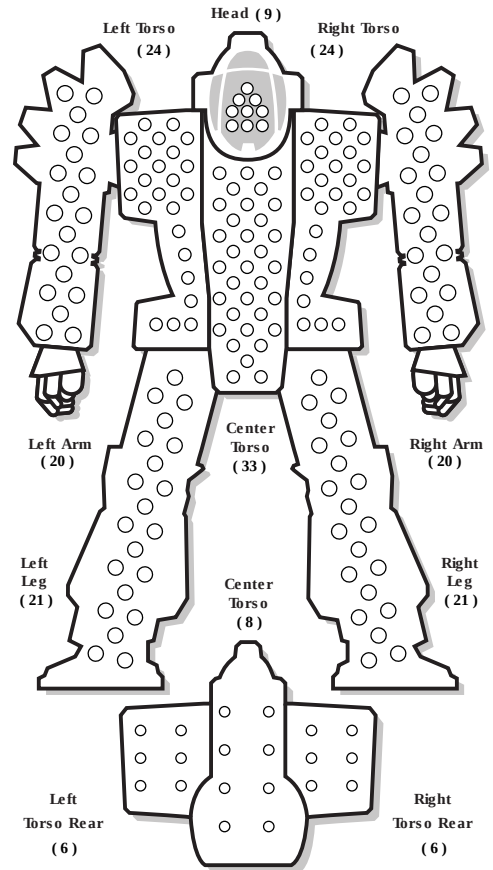
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Medium Laser
- Medium Laser

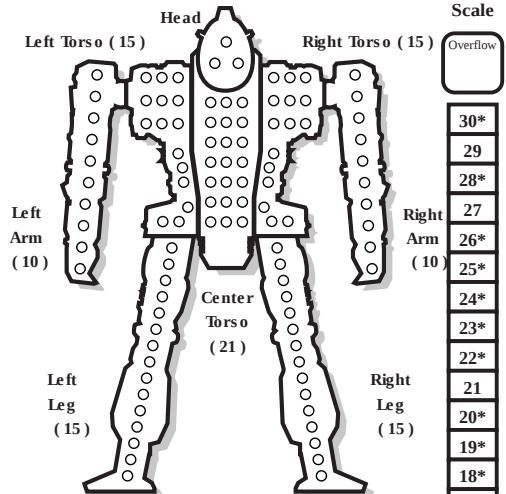
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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	○○○