

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Crusader CRD-10S

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 325 XL

Tonnage: 65

Tech Base: Clan

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	Streak SRM 6	LL	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	RL	4	2/Msl [M,C]	—	4	8	12
1	LRM 15	LA	5	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Pulse Laser	LA	6	7 [P]	—	5	9	14
	Laser							
1	Heavy Machine Gun	LA	—	3 [DB,AI]	—	1	2	—
1	LRM 15	RA	5	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Pulse Laser	RA	6	7 [P]	—	5	9	14
	Laser							
1	Heavy Machine Gun	RA	—	3 [DB,AI]	—	1	2	—

Ammo: (Heavy Machine Gun) 50, (LRM 15 Artemis) 32, (Streak SRM 6) 30

BV: 2,037



CRITICAL TABLE

Left Arm

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

1-3

- Artemis IV FCS
- ER Medium Pulse Laser
- ER Medium Pulse Laser
- Heavy Machine Gun
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- Ammo (Streak SRM 6) 15
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

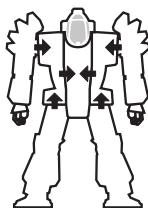
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

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

- Artemis IV FCS
- ER Medium Pulse Laser
- ER Medium Pulse Laser
- Heavy Machine Gun
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- Ammo (Streak SRM 6) 15
- Ammo (Heavy Machine Gun) 50

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

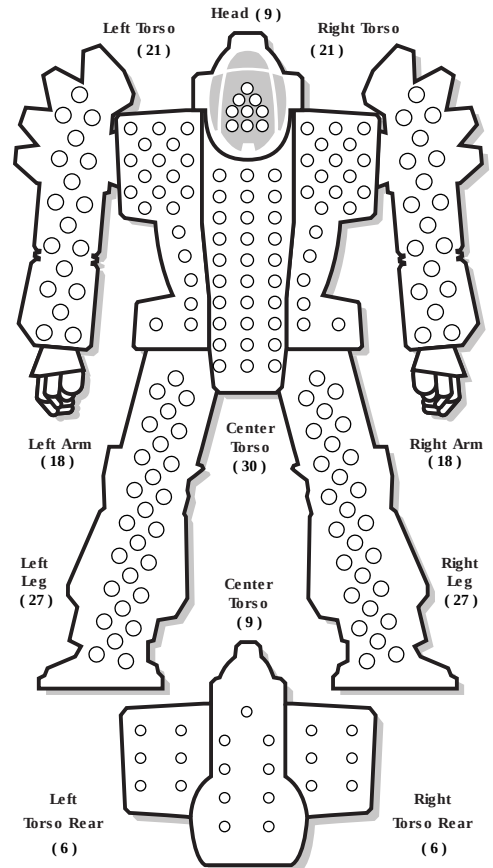
4-6

Right Leg

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

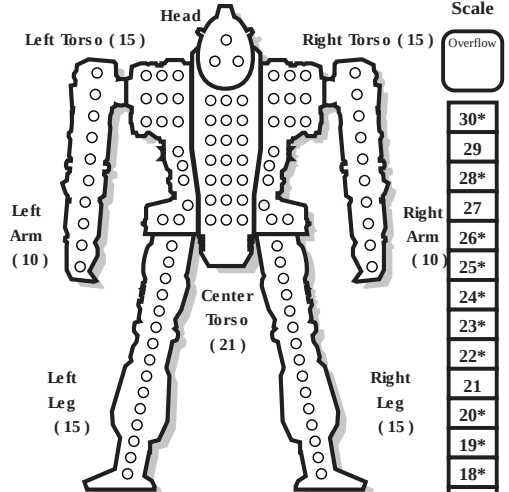
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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	○○○