

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Crusader CRD-6T
Movement Points: **Tonnage:** 65
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Standard
Jumping: 5 **Role:** Skirmisher
Engine Type: 325 XL

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	Flamer	LL	3	2 [DE,H,AI]	—	1	2	3	
1	Flamer	RL	3	2 [DE,H,AI]	—	1	2	3	
6	Medium Laser	LA	3	5 [DE]	—	3	6	9	
6	Medium Laser	RA	3	5 [DE]	—	3	6	9	
1	C3 Computer (Slave)	HD	—	[E]	—	—	—	—	

BV: 1,890



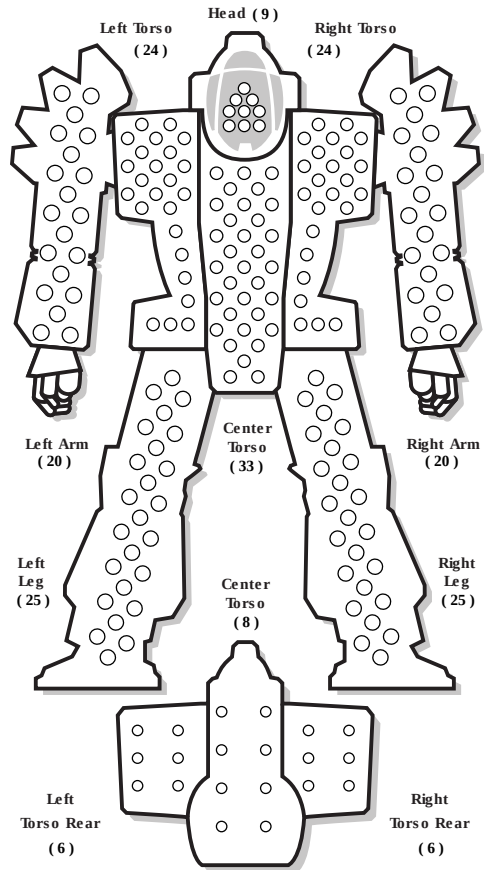
WARRIOR DATA

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

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

ARMOR DIAGRAM

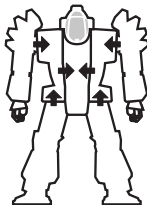
Standard Armor



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. Hand Actuator		4. C3 Slave		4. Hand Actuator
	5. Medium Laser		5. Sensors		5. Medium Laser
	6. Medium Laser		6. Life Support		6. Medium Laser
Center Torso		Right Torso		Left Torso	
4-6	1. Medium Laser	4-6	1. Medium Laser	1-3	1. XL Fusion Engine
	2. Medium Laser		2. Medium Laser		2. XL Fusion Engine
	3. Medium Laser		3. Medium Laser		3. XL Fusion Engine
	4. Medium Laser		4. Medium Laser		4. Double Heat Sink
	5. Roll Again		5. Roll Again		5. Double Heat Sink
	6. Roll Again		6. Roll Again		6. Double Heat Sink
Left Torso		Right Torso		Left Leg	
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine	4-6	1. Hip
	2. XL Fusion Engine		2. XL Fusion Engine		2. Upper Leg Actuator
	3. XL Fusion Engine		3. XL Fusion Engine		3. Lower Leg Actuator
	4. Double Heat Sink		4. Double Heat Sink		4. Foot Actuator
	5. Double Heat Sink		5. Double Heat Sink		5. Flamer
	6. Double Heat Sink		6. Double Heat Sink		6. Roll Again
Right Leg		Engine Hits		Gyro Hits	
4-6	1. Hip	4-6	1. Double Heat Sink	4-6	1. Double Heat Sink
	2. Upper Leg Actuator		2. Double Heat Sink		2. Double Heat Sink
	3. Lower Leg Actuator		3. Double Heat Sink		3. Double Heat Sink
	4. Foot Actuator		4. Jump Jet		4. Jump Jet
	5. Flamer		5. Jump Jet		5. Jump Jet
	6. Roll Again		6. Roll Again		6. Roll Again

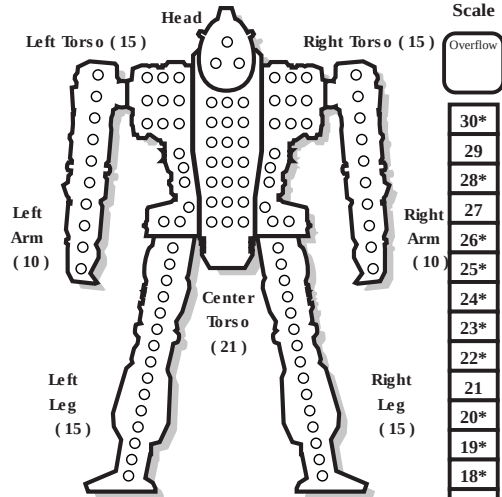
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	17 (34)
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*
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