

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Crockett CRK-5003-1

Movement Points: **Tonnage:** 85  
**Walking:** 3 **Tech Base:** Inner Sphere  
**Running:** 5 **Rules Level:** Standard  
**Jumping:** 3 **Role:** Sniper  
**Engine Type:** 255 Fusion

### Weapons & Equipment Inventory

| Qty | Type           | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|----------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | ER Large Laser | LA  | 12 | 8 [DE]        | —   | 7   | 14  | 19  |
| 1   | Small Laser    | LA  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |
| 1   | ER Large Laser | RA  | 12 | 8 [DE]        | —   | 7   | 14  | 19  |
| 1   | Small Laser    | RA  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |
| 1   | SRM 6          | LT  | 4  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |
| 1   | LB 10-X AC     | LT  | 2  | 10            | —   | 6   | 12  | 18  |
|     |                |     |    | [DB,C/F/S]    |     |     |     |     |
| 1   | SRM 6          | RT  | 4  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |

Ammo: (LB 10-X) 20, (LB 10-X Cluster) 10, (SRM 6) 30

BV: 1,923

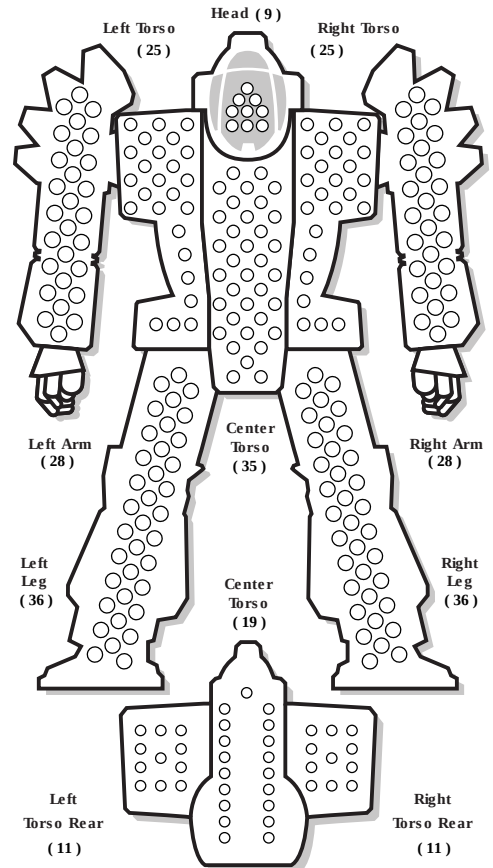
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

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

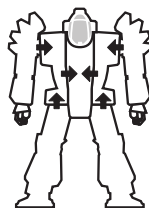
### ARMOR DIAGRAM

#### Standard Armor



### CRITICAL TABLE

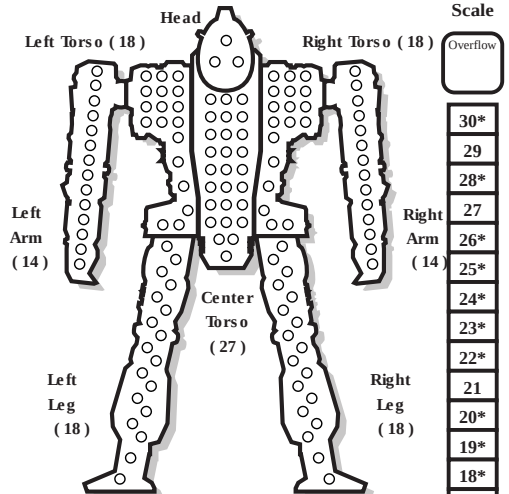
| Left Arm   |                              | Head         |                      | Right Arm    |                       |
|------------|------------------------------|--------------|----------------------|--------------|-----------------------|
| 1-3        | 1. Shoulder                  | 1-3          | 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. Double Heat Sink          |              | 4. Roll Again        |              | 4. Double Heat Sink   |
|            | 5. Double Heat Sink          |              | 5. Sensors           |              | 5. Double Heat Sink   |
|            | 6. Double Heat Sink          |              | 6. Life Support      |              | 6. Double Heat Sink   |
| Left Torso |                              | Center Torso |                      | Right Torso  |                       |
| 4-6        | 1. ER Large Laser            | 1-3          | 1. Fusion Engine     | 4-6          | 1. ER Large Laser     |
|            | 2. ER Large Laser            |              | 2. Fusion Engine     |              | 2. ER Large Laser     |
|            | 3. Small Laser               |              | 3. Fusion Engine     |              | 3. Small Laser        |
|            | 4. Roll Again                |              | 4. Gyro              |              | 4. Roll Again         |
|            | 5. Roll Again                |              | 5. Gyro              |              | 5. Roll Again         |
|            | 6. Roll Again                |              | 6. Gyro              |              | 6. Roll Again         |
| Left Leg   |                              | Right Leg    |                      | Engine Hits  |                       |
| 1-3        | 1. Double Heat Sink          | 1-3          | 1. Double Heat Sink  | Gyro Hits    |                       |
|            | 2. Double Heat Sink          |              | 2. Double Heat Sink  | Sensor Hits  |                       |
|            | 3. Double Heat Sink          |              | 3. Double Heat Sink  | Life Support |                       |
|            | 4. SRM 6                     |              | 4. SRM 6             |              |                       |
|            | 5. SRM 6                     |              | 5. SRM 6             |              |                       |
|            | 6. LB 10-X AC                |              | 6. LB 10-X AC        |              |                       |
| 4-6        | 1. LB 10-X AC                | 4-6          | 1. Double Heat Sink  |              |                       |
|            | 2. LB 10-X AC                |              | 2. Double Heat Sink  |              |                       |
|            | 3. LB 10-X AC                |              | 3. Double Heat Sink  |              |                       |
|            | 4. LB 10-X AC                |              | 4. SRM 6             |              |                       |
|            | 5. LB 10-X AC                |              | 5. SRM 6             |              |                       |
|            | 6. Ammo (LB 10-X Cluster) 10 |              | 6. Ammo (LB 10-X) 10 |              |                       |



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 15 (30) |
|-------------|------------------------|----------------------------|
| 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     | ○○○                        |

Heat Scale

| Heat Scale |
|------------|
| 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          |