

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Crockett CRK-5004-1

Movement Points: **Tonnage:** 85
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Standard
Jumping: 3 **Role:** Juggernaut
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	ER Small Laser	LA	2	3 [DE]	—	2	4	5
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	LB 10-X AC	LT	2	10	—	6	12	18
				[DB,C/F/S]				
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
1	C3i	LT	—	[E]	—	—	—	—
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10, (SRM 4) 50

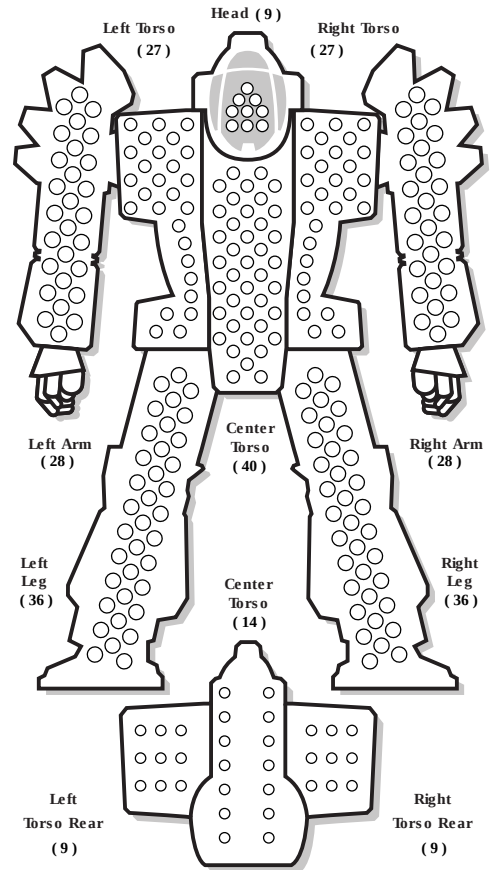
WARRIOR DATA

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

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

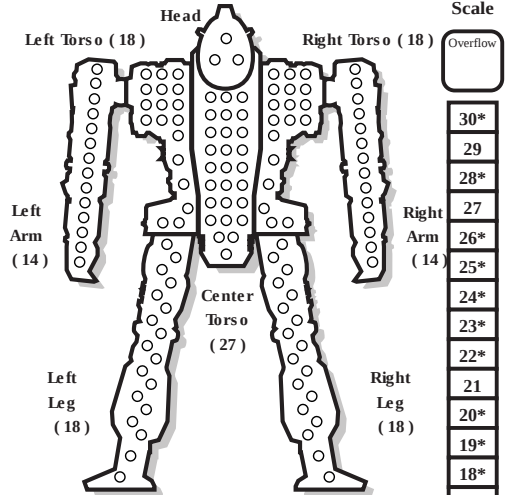
ARMOR DIAGRAM

Standard Armor



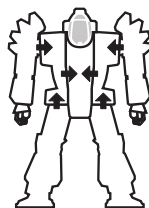
INTERNAL STRUCTURE DIAGRAM

Standard Structure



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 (CASE)	
4-6	1. ER Large Laser	1-3	1. Fusion Engine	1-3	1. ER Large Laser
	2. ER Large Laser		2. Fusion Engine		2. ER Large Laser
	3. ER Small Laser		3. Fusion Engine		3. ER 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
1-3	1. Double Heat Sink	4-6	1. Gyro	1-3	1. Double Heat Sink
	2. Double Heat Sink		2. Fusion Engine		2. Double Heat Sink
	3. Double Heat Sink		3. Fusion Engine		3. Double Heat Sink
	4. LB 10-X AC		4. Fusion Engine		4. Double Heat Sink
	5. LB 10-X AC		5. Jump Jet		5. Double Heat Sink
	6. LB 10-X AC		6. Roll Again		6. Double Heat Sink
4-6	1. LB 10-X AC			4-6	1. SRM 4
	2. LB 10-X AC				2. Ammo (LB 10-X) 10
	3. LB 10-X AC				3. Ammo (LB 10-X Cluster) 10
	4. SRM 4				4. Ammo (SRM 4) 25
	5. C3i				5. Ammo (SRM 4) 25
	6. C3i				6. CASE
Left Leg		Engine Hits		Right Leg	
1-3	1. Hip		Gyro Hits	1-3	1. Hip
	2. Upper Leg Actuator		Sensor Hits		2. Upper Leg Actuator
	3. Lower Leg Actuator		Life Support		3. Lower Leg Actuator
	4. Foot Actuator				4. Foot Actuator
	5. Jump Jet				5. Jump Jet
	6. Roll Again				6. Roll Again



Damage Transfer Diagram

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	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	