

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Crusader CRD-9R

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 325 XXL

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Advanced

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	SRM 6	LL	4	2/Msl [M,C,S]	—	3	6	9
1	SRM 6	RL	4	2/Msl [M,C,S]	—	3	6	9
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Machine Gun	LA	—	2 [DB, AI]	—	1	2	3
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Machine Gun	RA	—	2 [DB, AI]	—	1	2	3

Ammo: (LRM 15) 16, (Machine Gun) 100, (SRM 6) 15

BV: 1,612



CRITICAL TABLE

Left Arm

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

1-3

- LRM 15
- Light PPC
- Light PPC
- Machine Gun
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

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

Right Arm

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

1-3

- LRM 15
- Light PPC
- Light PPC
- Machine Gun
- Roll Again
- Roll Again

4-6

Right Torso (CASE II)

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

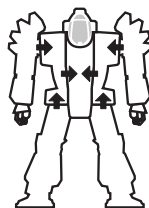
1-3

- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (SRM 6) 15
- Ammo (Machine Gun) 100
- CASE II
- Roll Again

4-6

Right Leg

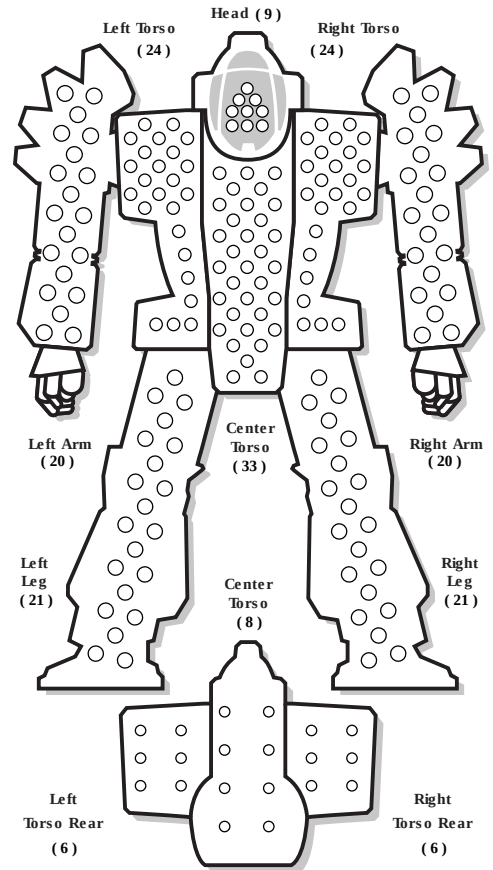
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- SRM 6
- SRM 6



Damage Transfer Diagram

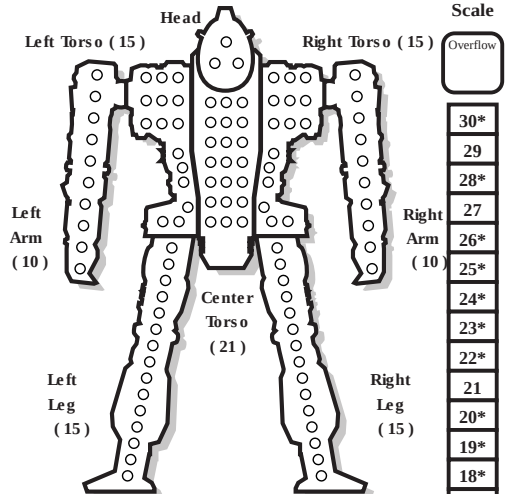
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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

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