

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Cricket RWN-01

Movement Points:

Walking: 7

Running: 11 [14]

Jumping: 6

Engine Type: 210 XXL

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Scout

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	Light PPC	LT	5	5 [DE]	3	6	12	18
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	Targeting Computer	HD	—	[E]	—	—	—	—

BV: 1,169



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced
- 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

- Jump Jet
- Jump Jet
- Light PPC
- Light PPC
- Ballistic-Reinforced
- Ballistic-Reinforced

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ballistic-Reinforced

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Targeting Computer
- Targeting Computer

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
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

- Jump Jet
- Jump Jet
- Light PPC
- Light PPC
- MASC
- MASC

4-6

Right Leg

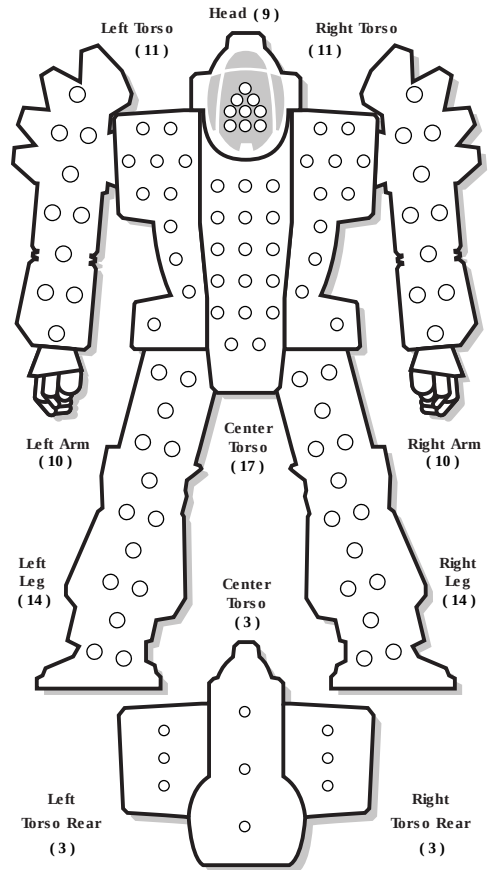
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ballistic-Reinforced



Damage Transfer Diagram

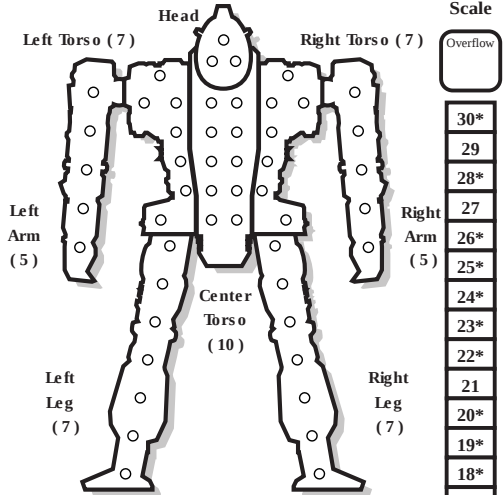
ARMOR DIAGRAM

Ballistic-Reinforced



INTERNAL STRUCTURE DIAGRAM

Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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