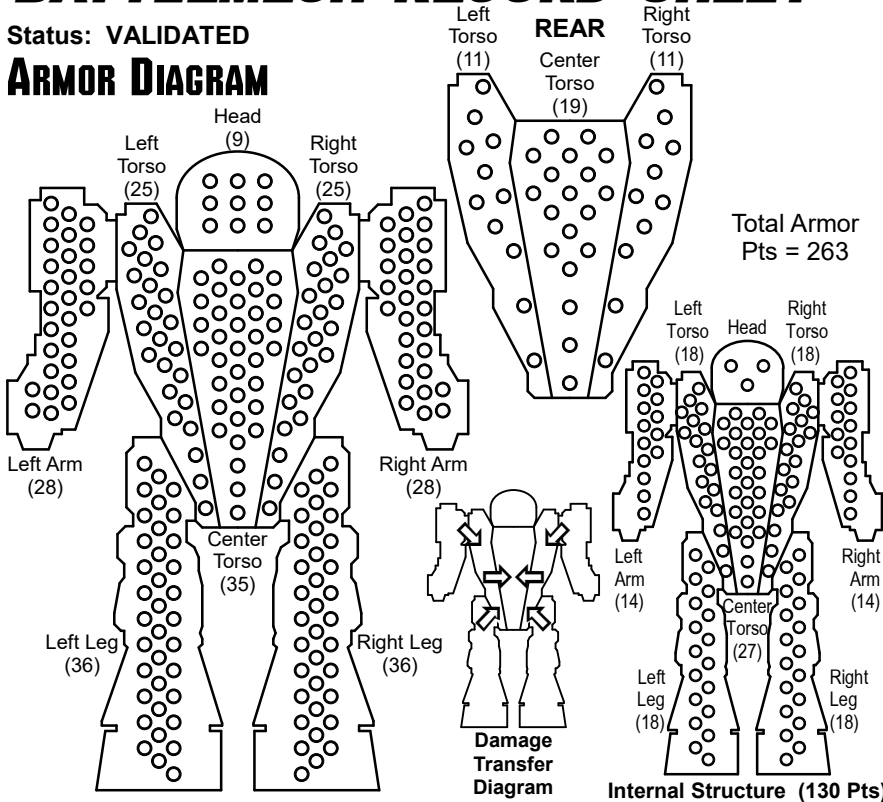


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crockett CRK-5003-0**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** **Inner Sphere**
 Running: **5** **Biped 'Mech**
 Jumping: **3** **Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	LA	1	3	-	1	2	3
1	Small Laser	RA	1	3	-	1	2	3
1	SRM 6	LT	4	2/hit	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	Large Laser	LA	8	8	-	5	10	15
1	Large Laser	RA	8	8	-	5	10	15
1	Autocannon/10	LT	3	10	-	5	10	15

Ammo Type:	Rounds:	BV2:
SRM 6	30	24
Autocannon/10	20	51

Total Heat Sinks: 15 Single

○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:

Operational Disabled **(29)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

30	** Avoid Inferno explosion on..
29	Shutdown
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Small Laser
 - Large Laser
 - Large Laser
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Head

- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- 1-3

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Small Laser
 - Large Laser
 - Large Laser
- 1-3
- Roll Again
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Roll Again
- 4-6

Right Torso

- Single Heat Sink
 - Single Heat Sink
 - SRM 6
 - SRM 6
 - Ammo (SRM 6) 15
 - Ammo (SRM 6) 15
- 1-3
- SRM 6
 - SRM 6
 - Ammo (AC/10) 10
 - Ammo (AC/10) 10
 - Roll Again
 - Roll Again
- 4-6

Left Torso

- Single Heat Sink
 - SRM 6
 - SRM 6
 - Autocannon/10
 - Autocannon/10
 - Autocannon/10
- 1-3
- Autocannon/10
 - Autocannon/10
 - Autocannon/10
 - Autocannon/10
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Jump Jet

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Jump Jet

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

Battle Value: **1,704**

Weapon Value: **1,277 / 1,277**

Cost, C-Bills: **7,456,425**