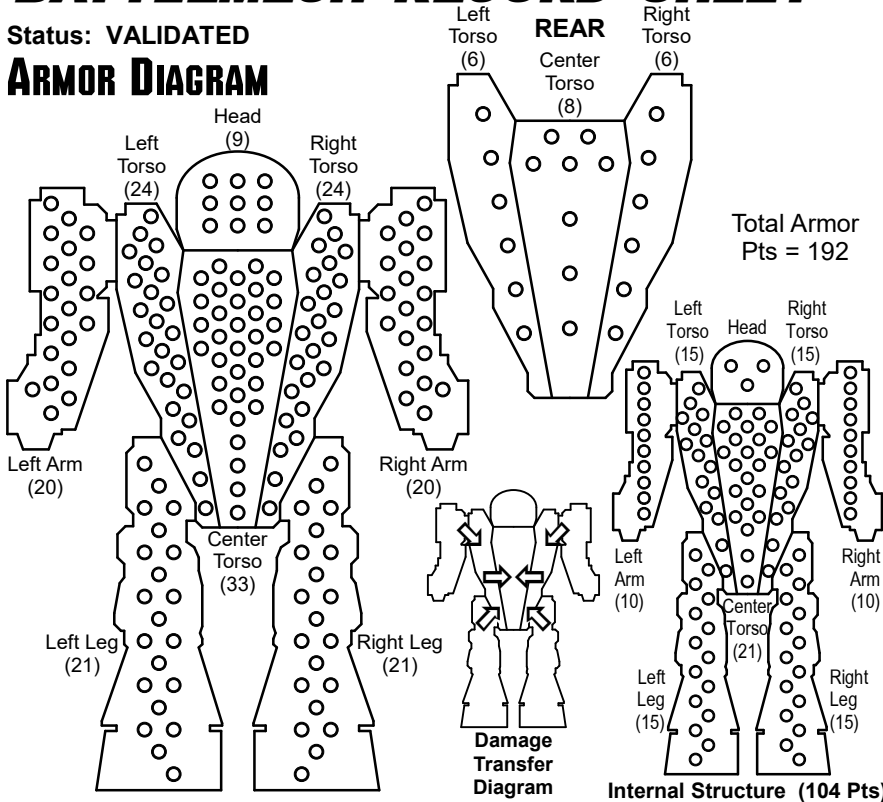


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Crusader CRD-3D**
 Mass: **65 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------|-----|----|-------|-----|-----|-----|-----|
| 1 | LRM 15 | RA | 5 | 1/hit | 6 | 7 | 14 | 21 |
| 1 | LRM 15 | LA | 5 | 1/hit | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | LA | 3 | 5 | - | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 | - | 3 | 6 | 9 |
| 1 | SRM 4 | LL | 3 | 2/hit | - | 3 | 6 | 9 |
| 1 | SRM 4 | RL | 3 | 2/hit | - | 3 | 6 | 9 |

Ammo Type: Rounds: BV2:
 LRM 15 16 43
 SRM 4 25 6

Total Heat Sinks: **14 Single**
 ○○○○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(22)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..

| | |
|----|--------------------------------------|
| 30 | Shutdown |
| 29 | |
| 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 | |

WZK GAMES

CRITICAL HIT TABLE

| | | |
|---|---|--|
| <h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator LRM 15 LRM 15 <p>1-3</p> <ol style="list-style-type: none"> LRM 15 Medium Laser Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink Ammo (LRM 15) 8 Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator SRM 4 Roll Again | <h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Ammo (SRM 4) 25 Roll Again <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,338 Weapon Value: 1,189 / 1,189 Cost, C-Bills: 5,615,061</p> | <h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator LRM 15 LRM 15 <p>1-3</p> <ol style="list-style-type: none"> LRM 15 Medium Laser Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink Ammo (LRM 15) 8 Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator SRM 4 Roll Again |
|---|---|--|