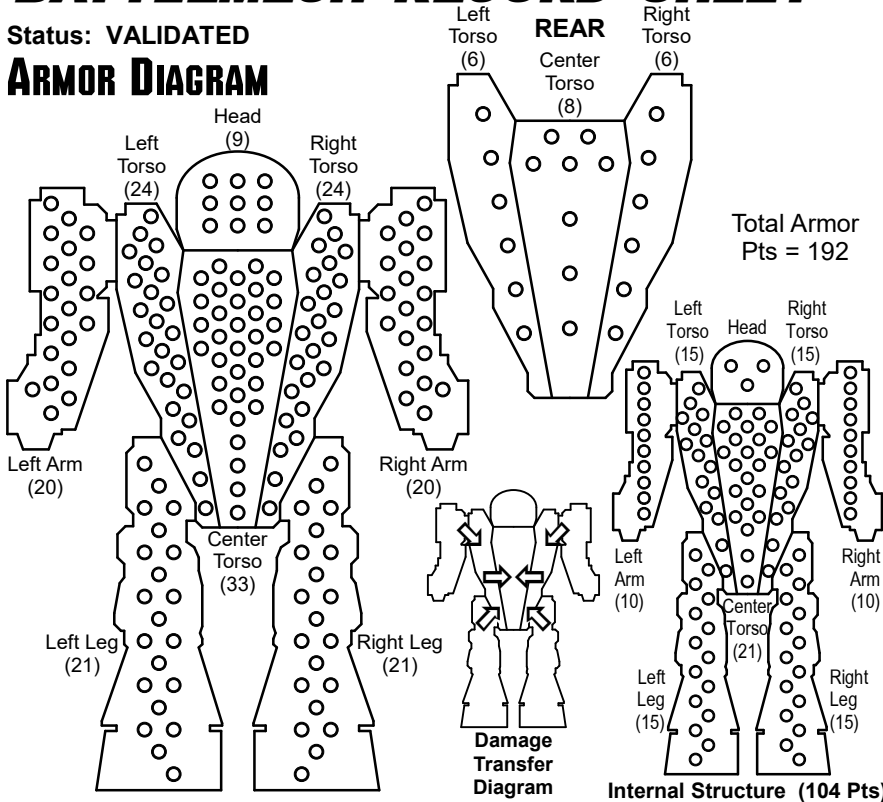


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 192

Internal Structure (104 Pts)

### 'MECH DATA

Type: **Crusader CRD-3K**

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	SRM 6	LL	4	2/hit	-	3	6	9
1	SRM 6	RL	4	2/hit	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 10	LA	4	1/hit	6	7	14	21
1	LRM 10	RA	4	1/hit	6	7	14	21

Ammo Type:      Rounds:      BV2:

SRM 6	15	9
LRM 10	24	28

Total Heat Sinks: **16 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

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
- 1-3 Hand Actuator
- Medium Laser
- LRM 10
- LRM 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
- LRM 10
- LRM 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro
- Gyro
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- 1-3 Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- 1-3 Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 4-6 SRM 6
- SRM 6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 4-6 SRM 6
- SRM 6

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

Battle Value: **1,290**

Weapon Value: **1,259 / 1,259**

Cost, C-Bills: **5,440,161**