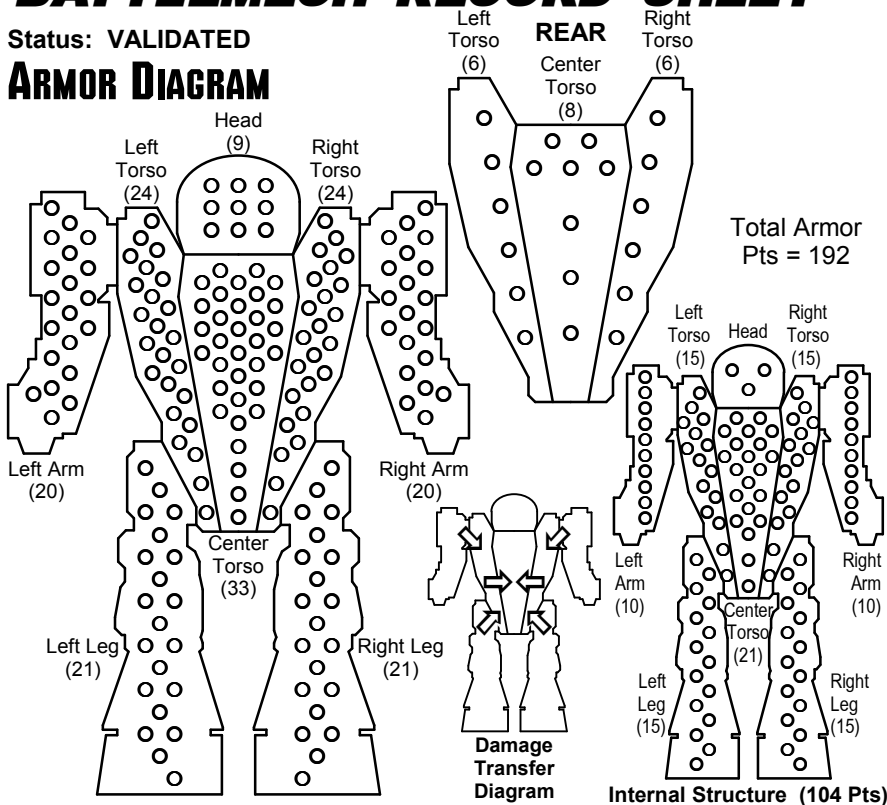


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Crusader CRD-3R**

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	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	Machine Gun	LA	0	2	-	1	2	3
1	Machine Gun	RA	0	2	-	1	2	3

Ammo Type:	Rounds:	BV:
LRM 15	16	51
SRM 6	15	10
Machine Gun	200	2

Total Heat Sinks: **10 Single**

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Auto Eject: \_\_\_\_\_ Weapon Heat: **(24)**

Operational  Disabled

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: **4** Piloting Skill: **5**

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

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15
- LRM 15
- Medium Laser
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

#### Head

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

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (SRM 6) 15
- Ammo (MG) 200

#### Left Torso

- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15
- LRM 15
- Medium Laser
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Battle Value: **948**  
 Weapon Value: **952 / 952**  
 Cost, C-Bills: **5,686,011**

#### Left Leg

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

#### Right Leg

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

### HEAT SCALE

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

