

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Crockett CRK-5003-0

Movement Points: **Tonnage:** 85
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Introductory
Jumping: 3 **Role:** Juggernaut
Engine Type: 255 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	AC/10	LT	3	10 [DB,S]	—	5	10	15
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (AC/10) 20, (SRM 6) 30

BV: 1,704



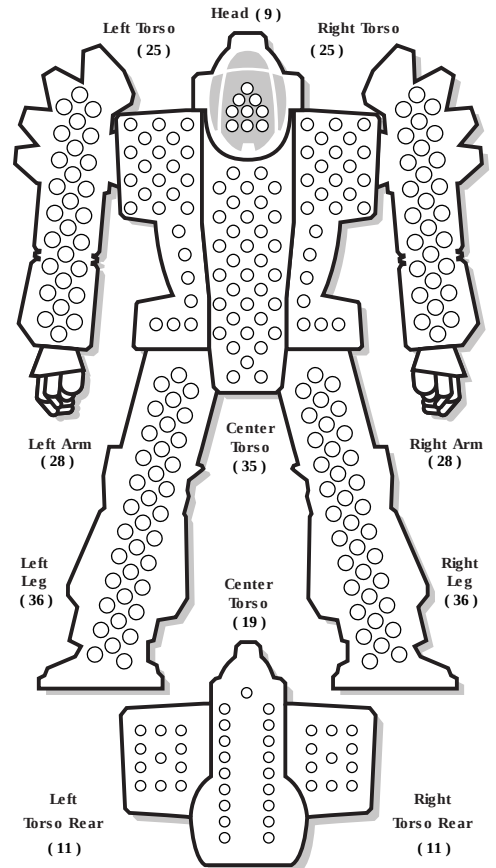
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

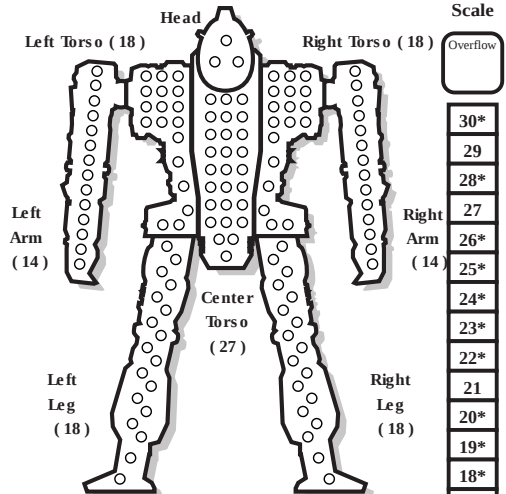
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Laser
- Large Laser
- Small Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Heat Sink
- AC/10
- AC/10
- AC/10
- AC/10
- AC/10

1-3

- AC/10
- AC/10
- SRM 6
- SRM 6
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Laser
- Large Laser
- Small Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Heat Sink
- Heat Sink
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15

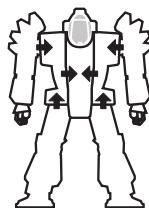
1-3

- Ammo (AC/10) 10
- Ammo (AC/10) 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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



Damage Transfer Diagram

