# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

**Type:** Grand Crusader II GRN-D-04

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 80 |
| **Walking:** | 4 [5] | **Tech Base:** | Inner Sphere |
| **Running:** | 6 [8] | **Rules Level:** | Standard |
| **Jumping:** | 4 | **Role:** | Brawler |
| **Engine Type:** | 320 Light | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Light Gauss Rifle | LA | 1 | 8 [DB,X] | 3 | 8 | 17 | 25 |
| 1 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | ER PPC | RA | 15 | 10 [DE] | — | 7 | 14 | 23 |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Streak SRM 6 | LT | 4 | 2/Msl [M,C] | — | 3 | 6 | 9 |
| 1 | C3i | CT | — | [E] | — | — | — | — |

Ammo: (Light Gauss) 32, (Streak SRM 6) 15

**BV:** 2,292

### WARRIOR DATA

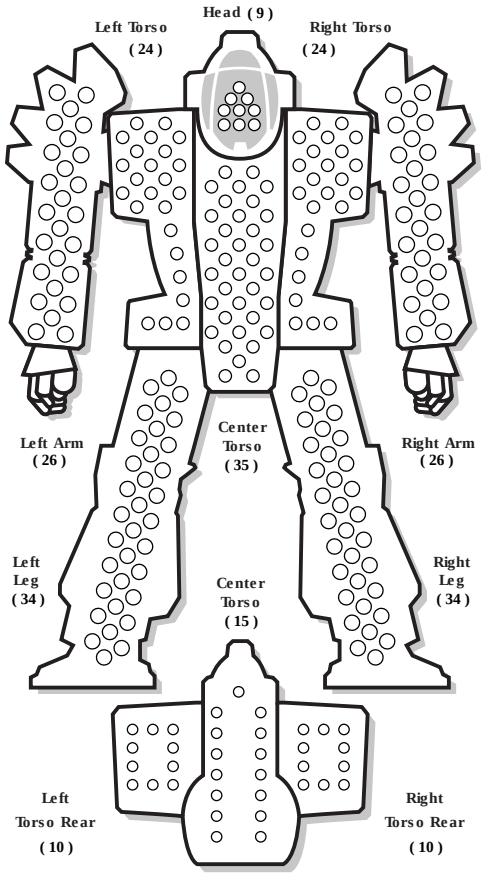
**Name:** _____

**Gunnery Skill:** _____ **Piloting Skill:** _____

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

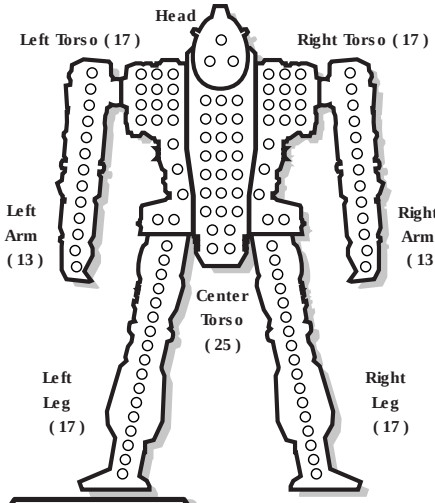
### ARMOR DIAGRAM

**Standard Armor**




### INTERNAL STRUCTURE DIAGRAM

**Endo Steel**




**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**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

4-6
1. Light Gauss Rifle
2. Light Gauss Rifle
3. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Triple Strength Myomer

**Left Torso** (CASE)

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Streak SRM 6) 15
6. Ammo (Light Gauss) 16

4-6
1. Ammo (Light Gauss) 16
2. CASE
3. Endo Steel
4. Triple Strength Myomer
5. Triple Strength Myomer
6. Roll Again

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

**Head**

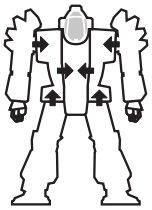
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. C3i
6. C3i

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



Damage Transfer Diagram

**Right Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

4-6
1. ER Medium Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Triple Strength Myomer

**Right Torso**

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Triple Strength Myomer
5. Triple Strength Myomer
6. Roll Again

**Right Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

### HEAT DATA

Double Heat Sinks: 11 (22)

| Heat Level* | Effects | |
|---|---|---|
| 30 | Shutdown | ○○ |
| 28 | Ammo Exp, avoid on 8+ | ○ |
| 26 | Shutdown, avoid on 10+ | ○ |
| 25 | –5 Movement Points | ○ |
| 24 | +4 Modifier to Fire | ○ |
| 23 | Ammo Exp, avoid on 6+ | ○ |
| 22 | Shutdown, avoid on 8+ | ○ |
| 20 | –4 Movement Points | ○ |
| 19 | Ammo Exp, avoid on 4+ | ○ |
| 18 | Shutdown, avoid on 6+ | ○ |
| 17 | +3 Modifier to Fire | ○ |
| 15 | –3 Movement Points | |
| 14 | Shutdown, avoid on 4+ | |
| 13 | +2 Modifier to Fire | |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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