

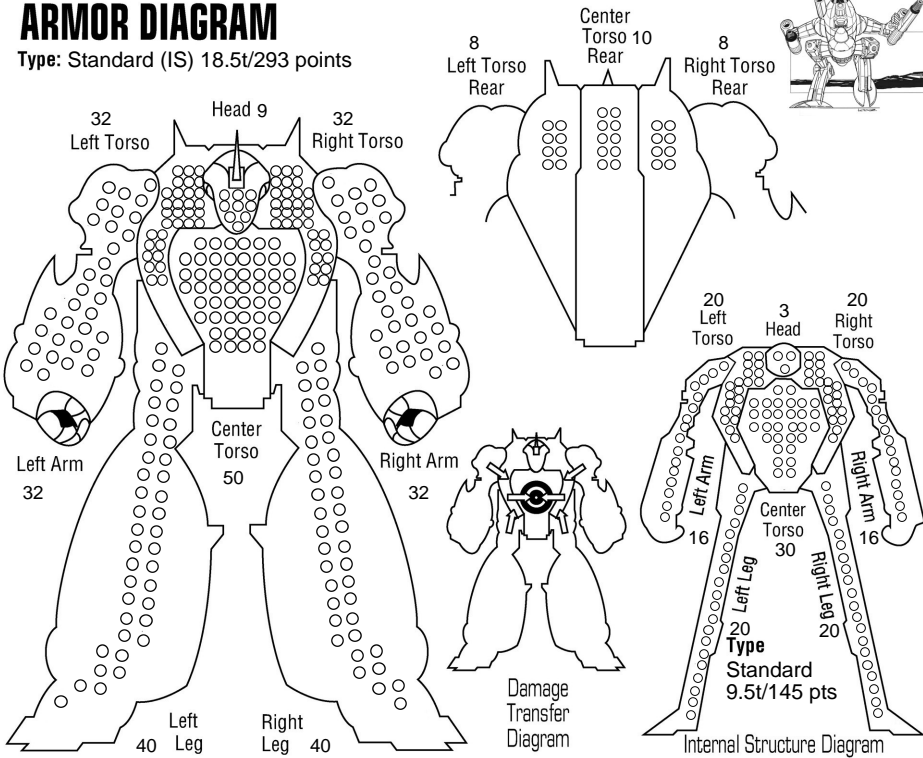


# BATTLETECH®

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM

Type: Standard (IS) 18.5t/293 points



### Mech Data

**Nightstar NSR-9J (Hot)** Tonnage: **95**  
 Movement Points: Technology Base:  
 Walking: **3 [4]** Mixed Tech / 3063  
 Running: **5 [6]** Biped BattleMech  
 Jumping: **3** Level 4, Experimental design

### Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER Small Laser (C)	HD	2	5	2	4	6	
1 Gauss Rifle (C)	LA	1	15	2	7	15	22
1 Large Pulse Laser (C)	LT	10	10	6	14	20	
1 Gauss Rifle (C)	RA	1	15	2	7	15	22
1 ER PPC (C)	RT	15	15	7	14	23	
1 Angel ECM	RT	0	0	0	0	6	

Gauss Rifle (C) Ammo: 32

### Total Heat Sinks: 14 Double (IS) [28]

11 Doubles in engine Weapon heat:29  
 ○○○○○○○○○○○○○○○

LRM Status  Standard  Hot-Loaded

Auto Eject  Operational  Disabled

### Warrior Data

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

Gunnery Skill: **2** Piloting Skill: **3**

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

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

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

25	-5 Movement Points	50	SHUTDOWN
24	+4 Modifier to Fire	49	-9 Movement Points
23	Ammo Explosion, avoid on 6+	48	+7 Modifier to Fire
22	Shutdown, avoid on 8+	47	Pilot Damage, avoid on 12
21		46	Shutdown, avoid on 20+
20	-4 Movement Points	45	AMMO EXPLOSION
19	Ammo Explosion, avoid on 4+	44	System Failure, avoid on 10+
18	Shutdown, avoid on 6+	43	-8 Movement Points
17	+3 Modifier to Fire	42	Shutdown, avoid on 18+
16		41	+6 Modifier to Fire
15	-3 Movement Points	40	Ammo Explosion, avoid on 12
14	Shutdown, avoid on 4+	39	Pilot Damage, avoid on 10+
13	+2 Modifier to fire	38	Shutdown, avoid on 16+
12		37	-7 Movement Points
11		36	System Failure, avoid on 8+
10	-2 Movement Points	35	Ammo Explosion, avoid on 10+
09		34	Shutdown, avoid on 14+
08	+1 Modifier to Fire	33	+5 Modifier to Fire
07		32	Pilot Damage, avoid on 8+
06		31	-6 Movement Points
05	-1 Movement Points	30	Shutdown, avoid on 12+
04		29	
03		28	Ammo Explosion, avoid on 8+
02		27	
01		26	Shutdown, avoid on 10+
00			

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
5. Gauss Rifle
6. Gauss Rifle
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle Ammo(8)
6. Gauss Rifle Ammo(8)

#### Left Torso

- Engine
- Engine
- Engine
- 1-3 4. Double (IS) Heat Sink
5. Double (IS) Heat Sink
6. Double (IS) Heat Sink
1. Double (IS) Heat Sink
2. Double (IS) Heat Sink
3. Double (IS) Heat Sink
4. Large Pulse Laser
5. Large Pulse Laser
6. Jump Jet

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength
- Triple Strength

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Sensors
- Life Support
- ER Small Laser

#### Center Torso

- Engine
- Engine
- Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Triple Strength

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

Battle Value **3080 (4620 for 2/3)**  
 Cost 24'309'578  
 Battle Value2 **3433 (5767 for 2/3)**

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
5. Gauss Rifle
6. Gauss Rifle
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle Ammo(8)
6. Gauss Rifle Ammo(8)

#### Right Torso

- Engine
- Engine
- Engine
- 1-3 4. Double (IS) Heat Sink
5. Double (IS) Heat Sink
6. Double (IS) Heat Sink
1. ER PPC
2. ER PPC
3. Angel ECM
4. Angel ECM
5. Jump Jet
6. Triple Strength

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength
- Triple Strength

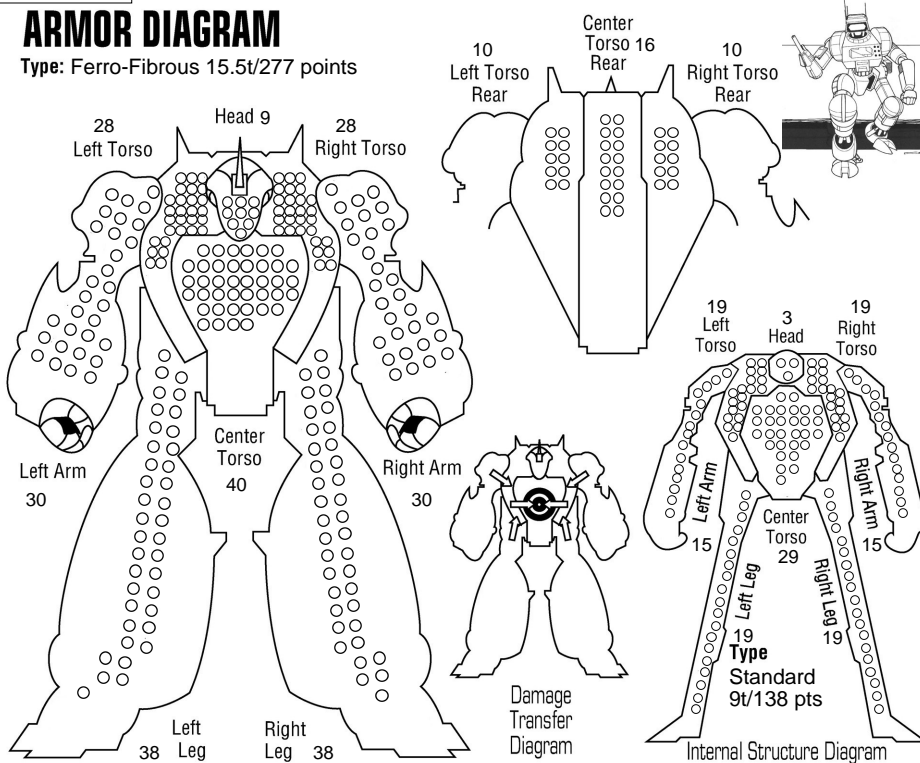


# BATTLETECH®

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM

Type: Ferro-Fibrous 15.5t/277 points



### Mech Data

**Highlander HGN-736** Tonnage: **90**  
 Movement Points: Technology Base:  
 Walking: **3** Inner Sphere / 3060  
 Running: **5** Biped BattleMech  
 Jumping: **3** Level 3, Advanced design

### Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Streak SRM 4	LA	3	2/Msl	3	6	9	
1 LRM 20 w/ Artemis IV LT	6	1/Msl	6	7	14	21	
1 Gauss Rifle	RA	1	15	2	7	15	22
1 Improved C3 CPU	RT	0	NA	0	0	0	
2 Medium Laser	RT	3	5	3	6	9	

Gauss Rifle Ammo: 16 ○○○○○○○○○○○○  
 LRM 20 w/ Artemis IV Ammo: 12 ○○○○○○○○  
 Streak SRM 4 Ammo: 25

### Total Heat Sinks: 10 Double [20]

10 Doubles in engine Weapon heat:16  
 ○○○○○○○○○○

LRM Status  Standard  Hot-Loaded

Auto Eject  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

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

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

25	-5 Movement Points	50	SHUTDOWN
24	+4 Modifier to Fire	49	-9 Movement Points
23	Ammo Explosion, avoid on 6+	48	+7 Modifier to Fire
22	Shutdown, avoid on 8+	47	Pilot Damage, avoid on 12
21		46	Shutdown, avoid on 20+
20	-4 Movement Points	45	AMMO EXPLOSION
19	Ammo Explosion, avoid on 4+	44	System Failure, avoid on 10+
18	Shutdown, avoid on 6+	43	-8 Movement Points
17	+3 Modifier to Fire	42	Shutdown, avoid on 18+
16		41	+6 Modifier to Fire
15	-3 Movement Points	40	Ammo Explosion, avoid on 12
14	Shutdown, avoid on 4+	39	Pilot Damage, avoid on 10+
13	+2 Modifier to fire	38	Shutdown, avoid on 16+
12		37	-7 Movement Points
11		36	System Failure, avoid on 8+
10	-2 Movement Points	35	Ammo Explosion, avoid on 10+
09		34	Shutdown, avoid on 14+
08	+1 Modifier to Fire	33	+5 Modifier to Fire
07		32	Pilot Damage, avoid on 8+
06		31	-6 Movement Points
05	-1 Movement Points	30	Shutdown, avoid on 12+
04		29	
03		28	Ammo Explosion, avoid on 8+
02		27	
01		26	Shutdown, avoid on 10+
00			

### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Streak SRM 4
  - Ferro-Fibrous
- 1-3**
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
- 4-6**

### Critical Hit Table

#### Head

- Life Support
- Sensors
- Cockpit
- Sensors
- Life Support
- Ferro-Fibrous

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Jump Jet
  - Ferro-Fibrous
- 4-6**

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

Battle Value **2115 (2115 for 4/5)**  
 Cost 10'220 480  
 Battle Value2 **2255 (2255 for 4/5)**

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
- 1-3**
- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Roll Again
  - Roll Again
- 4-6**

### Right Torso

- Improved C3 CPU
  - Improved C3 CPU
  - Medium Laser
  - Medium Laser
  - Jump Jet
  - Gauss Rifle Ammo(8)
- 1-3**
- Gauss Rifle Ammo(8)
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
- 4-6**

### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

### Left Torso

- CASE
  - Streak SRM 4 Ammo(25)
  - Jump Jet
  - LRM 20
  - LRM 20
  - LRM 20
- 1-3**
- LRM 20
  - LRM 20
  - Artemis FCS
  - LRM 20+Art IV Ammo(6)
  - LRM 20+Art IV Ammo(6)
  - Roll Again
- 4-6**

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

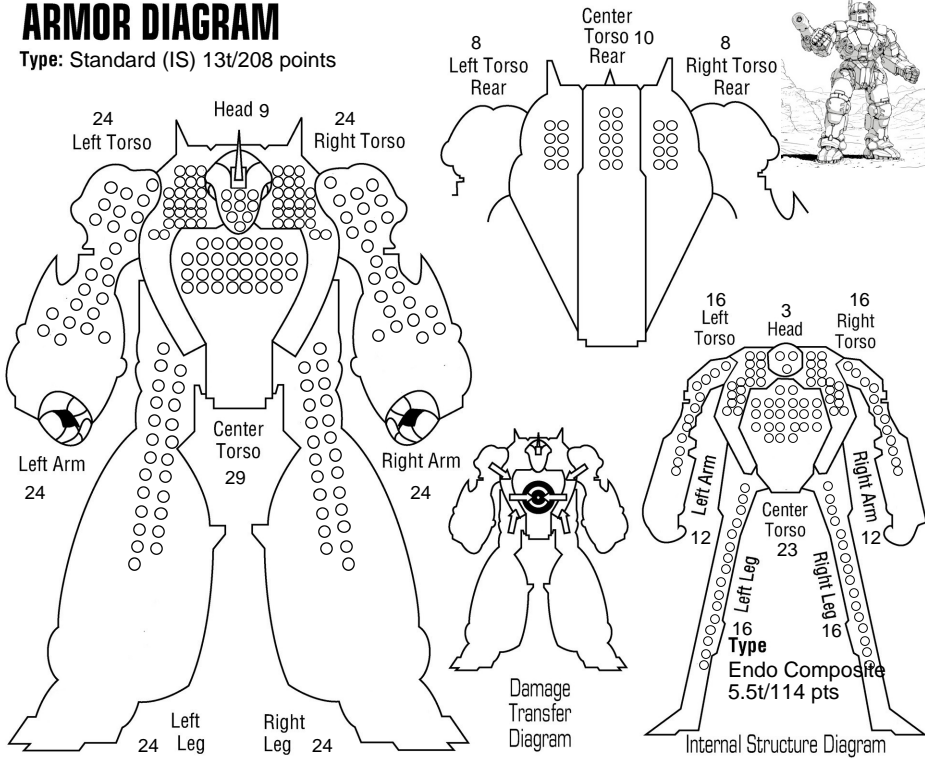


# BATTLETECH®

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM

Type: Standard (IS) 13t/208 points



### Mech Data

**Black Knight BL-18-KNT** Tonnage: 75  
 Movement Points: Technology Base:  
 Walking: 4 Mixed Tech / 3130  
 Running: 6 Biped BattleMech  
 Jumping: Level 4, Experimental design

### Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Beagle Active Probe (IS)	CT	0	NA	0	0	4	
1 Small Pulse Laser (C)	HD	2	3	2	4	6	
1 ER Medium Laser (C)	LA	5	7	5	10	15	
1 ER Large Laser (C)	LT	12	10	8	15	25	
1 ER Medium Laser (C)	LT	5	7	5	10	15	
1 ER Medium Laser (C)	RA	5	7	5	10	15	
1 ER PPC (C)	RA	15	15	7	14	23	
1 ER Large Laser (C)	RT	12	10	8	15	25	
1 ER Medium Laser (C)	RT	5	7	5	10	15	
1 Targeting Computer (IS)	RT	0	**	0	0	0	

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**Total Heat Sinks: 20 Double (C) [40]**  
 12 Doubles in engine Weapon heat:61  
 ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

**LRM Status**  Standard  Hot-Loaded

**Auto Eject**  Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_  
 Gunnery Skill: **0** Piloting Skill: **0**

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

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

25	-5 Movement Points	50	SHUTDOWN
24	+4 Modifier to Fire	49	-9 Movement Points
23	Ammo Explosion, avoid on 6+	48	+7 Modifier to Fire
22	Shutdown, avoid on 8+	47	Pilot Damage, avoid on 12
21		46	Shutdown, avoid on 20+
20	-4 Movement Points	45	AMMO EXPLOSION
19	Ammo Explosion, avoid on 4+	44	System Failure, avoid on 10+
18	Shutdown, avoid on 6+	43	-8 Movement Points
17	+3 Modifier to Fire	42	Shutdown, avoid on 18+
16		41	+6 Modifier to Fire
15	-3 Movement Points	40	Ammo Explosion, avoid on 12
14	Shutdown, avoid on 4+	39	Pilot Damage, avoid on 10+
13	+2 Modifier to fire	38	Shutdown, avoid on 16+
12		37	-7 Movement Points
11		36	System Failure, avoid on 8+
10	-2 Movement Points	35	Ammo Explosion, avoid on 10+
09		34	Shutdown, avoid on 14+
08	+1 Modifier to Fire	33	+5 Modifier to Fire
07		32	Pilot Damage, avoid on 8+
06		31	-6 Movement Points
05	-1 Movement Points	30	Shutdown, avoid on 12+
04		29	
03		28	Ammo Explosion, avoid on 8+
02		27	
01		26	Shutdown, avoid on 10+
00			

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

**1-3**

- Hand Actuator
- Double (C) Heat Sink
- Double (C) Heat Sink

**4-6**

- ER Medium Laser
- Endo Composite
- Endo Composite
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Sensors
- Life Support
- Small Pulse Laser

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double (C) Heat Sink
- Double (C) Heat Sink

**1-3**

- ER Medium Laser
- ER PPC
- ER PPC

**4-6**

- Endo Composite
- Roll Again
- Roll Again

#### Left Torso

- Engine
- Engine

**1-3**

- Double (C) Heat Sink
- Double (C) Heat Sink
- Double (C) Heat Sink
- Double (C) Heat Sink

**4-6**

- Double (C) Heat Sink
- Double (C) Heat Sink
- ER Large Laser
- ER Medium Laser
- Endo Composite
- Endo Composite

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

**1-3**

- Gyro
- Engine
- Engine

**4-6**

- Beagle Active Probe
- Beagle Active Probe

#### Right Torso

- Engine
- Engine
- Engine
- Double (C) Heat Sink
- Double (C) Heat Sink
- Double (C) Heat Sink

**1-3**

- ER Large Laser
- ER Medium Laser

**4-6**

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Composite

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double (C) Heat Sink
- Double (C) Heat Sink

**Engine Hits** ○○○○

**Gyro Hits** ○○○

**Sensor Hits** ○○○

**Life Support** ○

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double (C) Heat Sink
- Double (C) Heat Sink

Battle Value **2115 (4336 for 0/0)**  
 Cost 13'252'750  
 Battle Value2 **2585 (6256 for 0/0)**

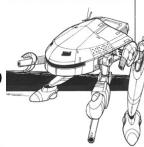
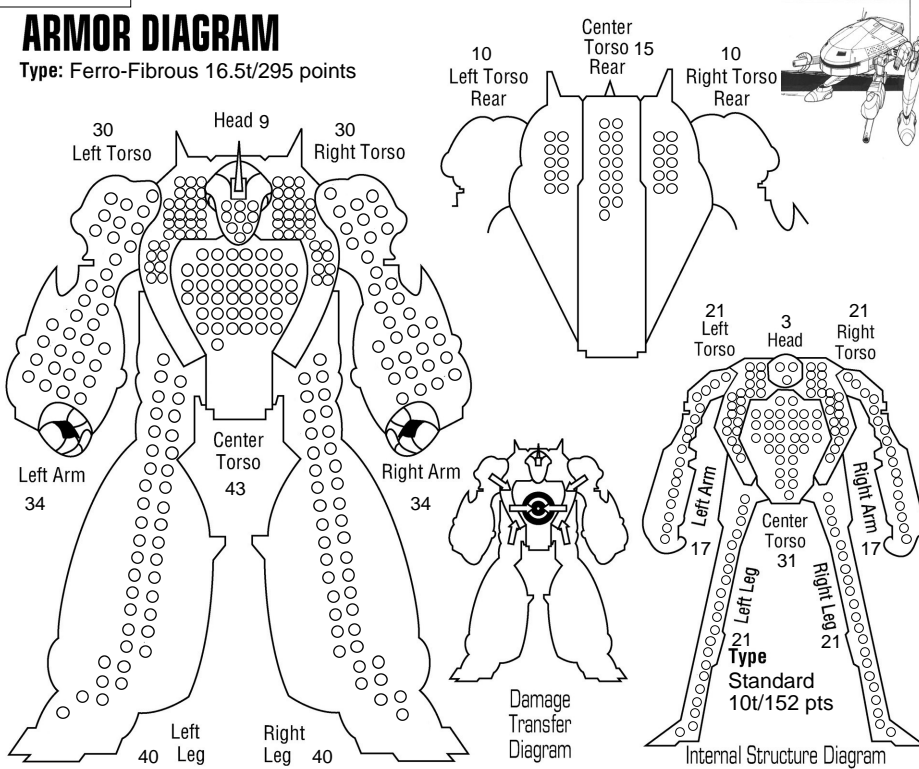


# BATTLETECH®

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM

Type: Ferro-Fibrous 16.5t/295 points



### Mech Data

**King Crab KGC-001** Tonnage: **100**  
 Movement Points: Technology Base:  
 Walking: **3** Inner Sphere / 3052  
 Running: **5** Biped BattleMech  
 Jumping: Level 3, Advanced design

### Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Gauss Rifle	LA	1	15	2	7	15	22
1 Streak SRM 2	LT	2	2/Msl	3	6	9	
1 LRM 15	LT	5	1/Msl	6	7	14	21
1 Gauss Rifle	RA	1	15	2	7	15	22
1 Large Pulse Laser	RT	10	9	3	7	10	
1 Streak SRM 2	RT	2	2/Msl	3	6	9	

Streak SRM 2 Ammo: 100  
 Gauss Rifle Ammo: 32  
 LRM 15 Ammo: 8

### Total Heat Sinks: 13 Single

12 Singles in engine Weapon heat: 21

**LRM Status**  Standard  Hot-Loaded  
**Auto Eject**  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

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

25	-5 Movement Points	50	SHUTDOWN
24	+4 Modifier to Fire	49	-9 Movement Points
23	Ammo Explosion, avoid on 6+	48	+7 Modifier to Fire
22	Shutdown, avoid on 8+	47	Pilot Damage, avoid on 12
21		46	Shutdown, avoid on 20+
20	-4 Movement Points	45	AMMO EXPLOSION
19	Ammo Explosion, avoid on 4+	44	System Failure, avoid on 10+
18	Shutdown, avoid on 6+	43	-8 Movement Points
17	+3 Modifier to Fire	42	Shutdown, avoid on 18+
16		41	+6 Modifier to Fire
15	-3 Movement Points	40	Ammo Explosion, avoid on 12
14	Shutdown, avoid on 4+	39	Pilot Damage, avoid on 10+
13	+2 Modifier to fire	38	Shutdown, avoid on 16+
12		37	-7 Movement Points
11		36	System Failure, avoid on 8+
10	-2 Movement Points	35	Ammo Explosion, avoid on 10+
09		34	Shutdown, avoid on 14+
08	+1 Modifier to Fire	33	+5 Modifier to Fire
07		32	Pilot Damage, avoid on 8+
06		31	-6 Movement Points
05	-1 Movement Points	30	Shutdown, avoid on 12+
04		29	
03		28	Ammo Explosion, avoid on 8+
02		27	
01		26	Shutdown, avoid on 10+
00			

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

4-6

#### Left Torso

- Engine
- Engine
- Engine
- Streak SRM 2
- CASE
- Streak SRM 2 Ammo(50)

1-3

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

#### Head

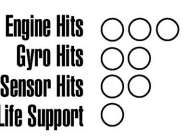
- Life Support
- Sensors
- Cockpit
- Sensors
- Life Support
- Ferro-Fibrous

1-3

4-6

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro



Battle Value **1712 (1712 for 4/5)**  
 Cost **22'112'000**  
 Battle Value2 **2221 (2221 for 4/5)**

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

4-6

#### Right Torso

- Engine
- Engine
- Engine
- Large Pulse Laser
- Large Pulse Laser
- CASE

1-3

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Ferro-Fibrous

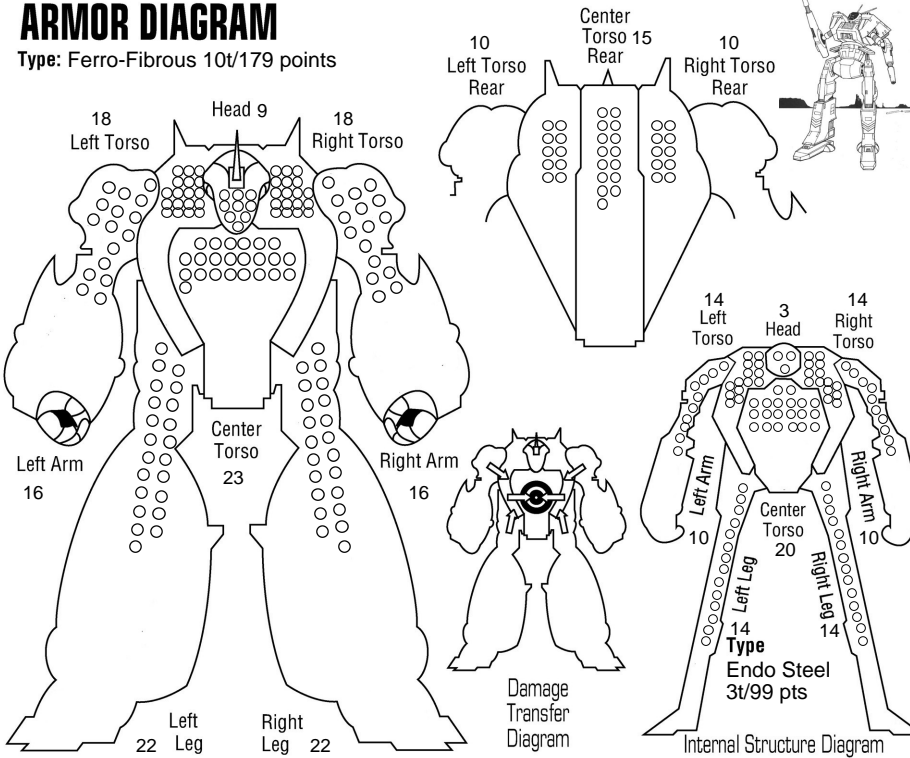


# BATTLETECH®

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM

Type: Ferro-Fibrous 10t/179 points



### Mech Data

**Lancelot LNC25-06** Tonnage: **60**  
 Movement Points: Technology Base:  
 Walking: **6** Inner Sphere / 3071  
 Running: **9** Biped BattleMech  
 Jumping: Level 3, Standard design

### Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER Large Laser	RA	12	8	7	14	19	
1 ER Large Laser	LA	12	8	7	14	19	
1 PPC	RT	10	10	3	6	12	18
1 Improved C3 CPU	HD	0	NA	0	0	0	0
1 Targeting Computer	LT	0	**	0	0	0	0

**Total Heat Sinks: 12 Double [24]**  
 12 Doubles in engine Weapon heat:34  
 ○○○○○○○○○○○○

**LRM Status**  Standard  Hot-Loaded  
**Auto Eject**  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

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

25	-5 Movement Points	50	SHUTDOWN
24	+4 Modifier to Fire	49	-9 Movement Points
23	Ammo Explosion, avoid on 6+	48	+7 Modifier to Fire
22	Shutdown, avoid on 8+	47	Pilot Damage, avoid on 12
21		46	Shutdown, avoid on 20+
20	-4 Movement Points	45	AMMO EXPLOSION
19	Ammo Explosion, avoid on 4+	44	System Failure, avoid on 10+
18	Shutdown, avoid on 6+	43	-8 Movement Points
17	+3 Modifier to Fire	42	Shutdown, avoid on 18+
16		41	+6 Modifier to Fire
15	-3 Movement Points	40	Ammo Explosion, avoid on 12
14	Shutdown, avoid on 4+	39	Pilot Damage, avoid on 10+
13	+2 Modifier to fire	38	Shutdown, avoid on 16+
12		37	-7 Movement Points
11		36	System Failure, avoid on 8+
10	-2 Movement Points	35	Ammo Explosion, avoid on 10+
09		34	Shutdown, avoid on 14+
08	+1 Modifier to Fire	33	+5 Modifier to Fire
07		32	Pilot Damage, avoid on 8+
06		31	-6 Movement Points
05	-1 Movement Points	30	Shutdown, avoid on 12+
04		29	
03		28	Ammo Explosion, avoid on 8+
02		27	
01		26	Shutdown, avoid on 10+
00			

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator

**1-3**

- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel

**4-6**

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

#### Left Torso

- Engine
- Engine
- Engine

**1-3**

- Targeting Computer
- Targeting Computer
- Targeting Computer

**4-6**

- Targeting Computer
- Targeting Computer
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- Sensors
- Improved C3 CPU
- Improved C3 CPU

#### Center Torso

- Engine
- Engine
- Engine

**1-3**

- Gyro
- Gyro
- Gyro

**4-6**

- Gyro
- Gyro
- Engine
- Engine
- Engine
- Engine

Engine Hits ○○○○

Gyro Hits ○○○

Sensor Hits ○○○

Life Support ○

Battle Value **1249 (1249 for 4/5)**  
 Cost 15'275'200  
 Battle Value2 **1661 (1661 for 4/5)**

#### Right Arm

- Shoulder
- Upper Arm Actuator

**1-3**

- ER Large Laser
- ER Large Laser
- Endo Steel
- Endo Steel

**4-6**

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Torso

- Engine
- Engine
- Engine

**1-3**

- PPC
- PPC
- PPC

**4-6**

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

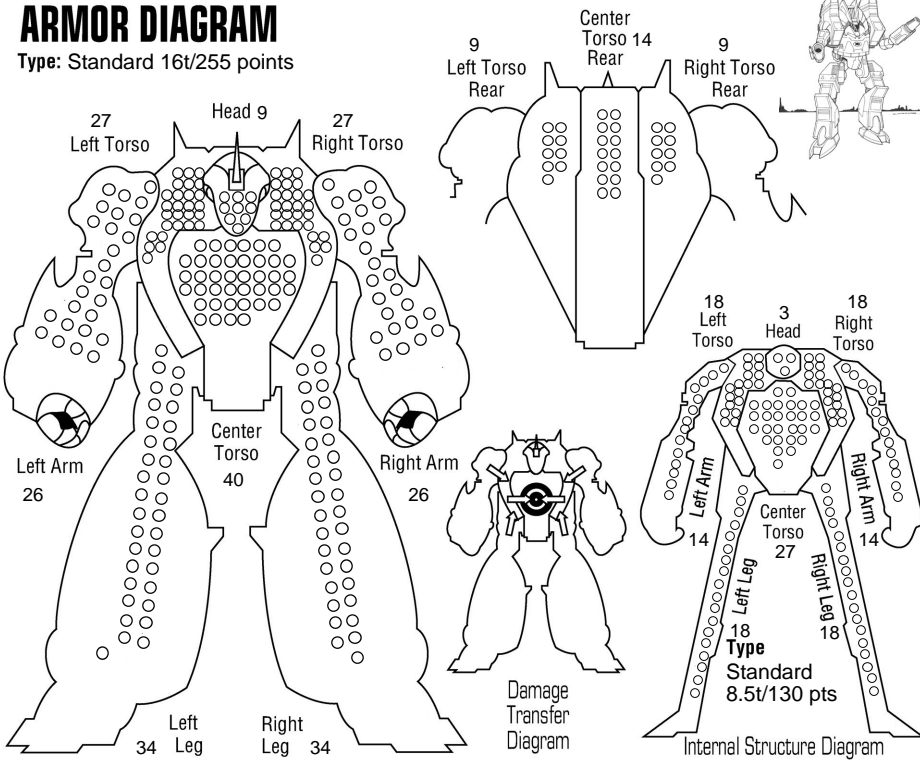


# BATTLETECH®

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM

Type: Standard 16t/255 points



### Mech Data

**Crockett CRK-5003-3** Tonnage: **85**  
 Movement Points: Technology Base:  
 Walking: **3** Inner Sphere / 3062  
 Running: **5** Biped BattleMech  
 Jumping: **3** Level 3, Advanced design

### Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER Large Laser	LA	12	8	7	14	19	
1 Small Laser	LA	1	3	1	2	3	
1 LB 10-X AC	LT	2	10	6	12	18	
1 SRM 6	LT	4	2/Msl	3	6	9	
1 ER Large Laser	RA	12	8	7	14	19	
1 Small Laser	RA	1	3	1	2	3	
1 SRM 6	RT	4	2/Msl	3	6	9	

SRM 6 Ammo: 30  
 LB 10-X AC Ammo: 30

**Total Heat Sinks: 15 Double [30]**

10 Doubles in engine Weapon heat:36  
 ○○○○○○○○○○○○○○○○○

LRM Status  Standard  Hot-Loaded

Auto Eject  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

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

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

25	-5 Movement Points	50	SHUTDOWN
24	+4 Modifier to Fire	49	-9 Movement Points
23	Ammo Explosion, avoid on 6+	48	+7 Modifier to Fire
22	Shutdown, avoid on 8+	47	Pilot Damage, avoid on 12
21		46	Shutdown, avoid on 20+
20	-4 Movement Points	45	AMMO EXPLOSION
19	Ammo Explosion, avoid on 4+	44	System Failure, avoid on 10+
18	Shutdown, avoid on 6+	43	-8 Movement Points
17	+3 Modifier to Fire	42	Shutdown, avoid on 18+
16		41	+6 Modifier to Fire
15	-3 Movement Points	40	Ammo Explosion, avoid on 12
14	Shutdown, avoid on 4+	39	Pilot Damage, avoid on 10+
13	+2 Modifier to fire	38	Shutdown, avoid on 16+
12		37	-7 Movement Points
11		36	System Failure, avoid on 8+
10	-2 Movement Points	35	Ammo Explosion, avoid on 10+
09		34	Shutdown, avoid on 14+
08	+1 Modifier to Fire	33	+5 Modifier to Fire
07		32	Pilot Damage, avoid on 8+
06		31	-6 Movement Points
05	-1 Movement Points	30	Shutdown, avoid on 12+
04		29	
03		28	Ammo Explosion, avoid on 8+
02		27	
01		26	Shutdown, avoid on 10+
00			

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

- Small Laser
2. ER Large Laser
3. ER Large Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 SRM 6
5. SRM 6
6. LB 10-X AC

1-3

- LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

#### Head

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

#### Center Torso

- Engine
- Engine
3. Engine
- 1-3 Gyro
5. Gyro
6. Gyro

1-3

- Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Roll Again

4-6

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

Battle Value **1719 (1719 for 4/5)**  
 Cost 8'242'675  
 Battle Value2 **1989 (1989 for 4/5)**

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
3. Double Heat Sink
4. Small Laser
5. ER Large Laser
6. ER Large Laser

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 CASE
5. SRM 6
6. SRM 6

1-3

- SRM 6 Ammo(15)
2. SRM 6 Ammo(15)
3. LB 10-X AC Ammo(10)
4. LB 10-X AC Ammo(10)
5. LB 10-X AC Ammo(10)
6. Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again