

# BATTLETECH™

## FORCEPACK RECORD SHEETS KELL HOUNDS



INCLUDES RECORD SHEETS FOR:  
• Kell Hounds Striker Lance

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Wolfhound WLF-1

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Engine Type: 210 Fusion

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9

Quirks: Easy to Maintain, Good Reputation [1]

BV: 949



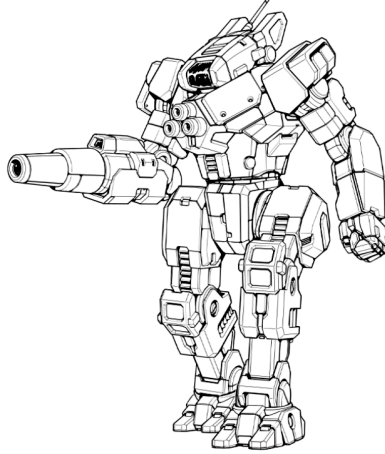
### WARRIOR DATA

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

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

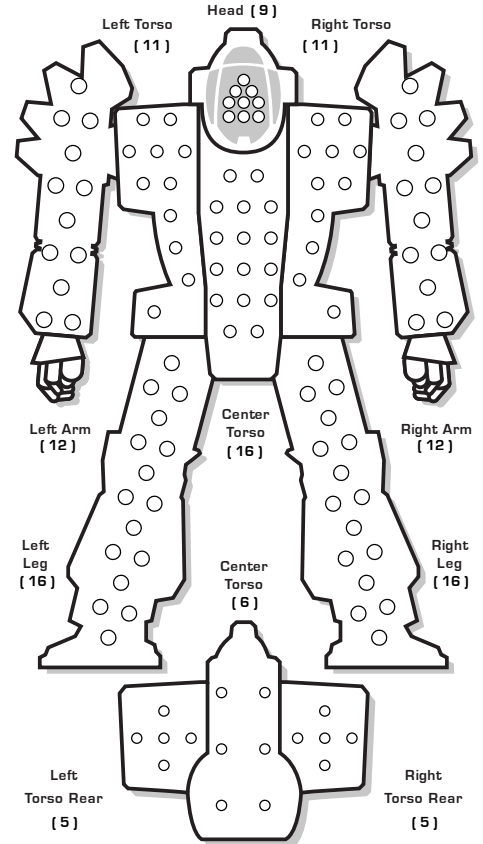
Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM

#### Standard Armor



### CRITICAL TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
  - Roll Again

#### Head

- Life Support
  - Sensors
  - Cockpit
  - Roll Again
- 1-3 Sensors
- Life Support

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
  - Roll Again

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
- 1-3 Gyro
- Gyro
  - Gyro

#### 4-6

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

#### Right Torso

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### 4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser (R)

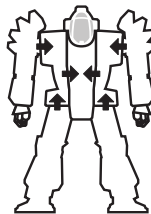
Engine Hits ○○○○  
Gyro Hits ○○○  
Sensor Hits ○○○  
Life Support ○

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

#### Right Leg

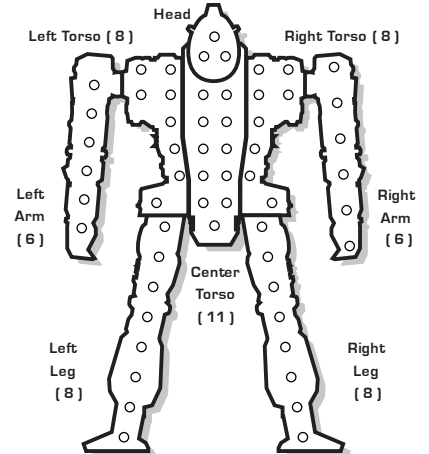
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

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

Heat Sinks: 10



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Wolfhound WLF-6S

Movement Points:

Walking: 7

Running: 11

Jumping: 0

Engine Type: 245 XL

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Re-engineered Laser	RA	9	9 [P]	—	5	10	15
	Laser							
1	AES	RA	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Small X-Pulse Laser (R)	CT	3	3 [P,AI]	—	2	4	5

Quirks: Easy to Maintain, Good Reputation [1]

BV: 1,266

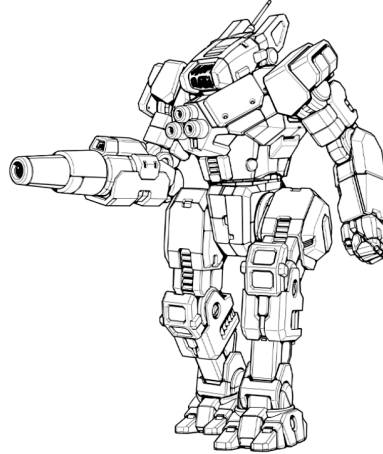


### WARRIOR DATA

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

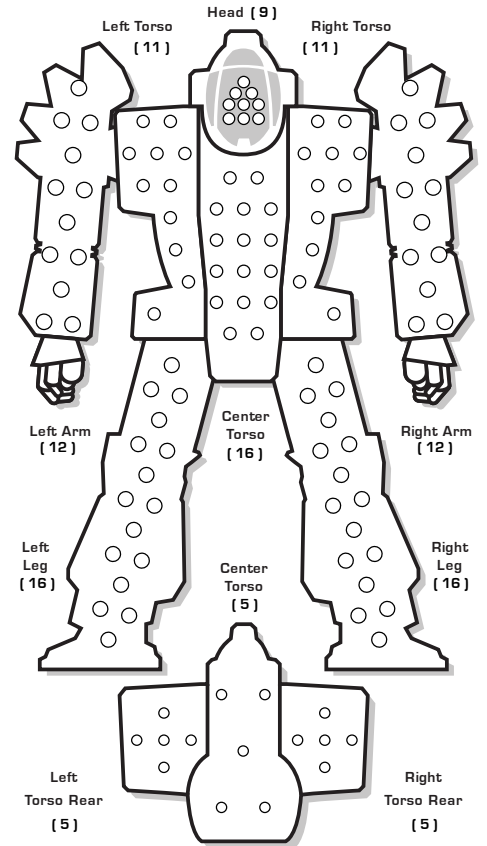
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



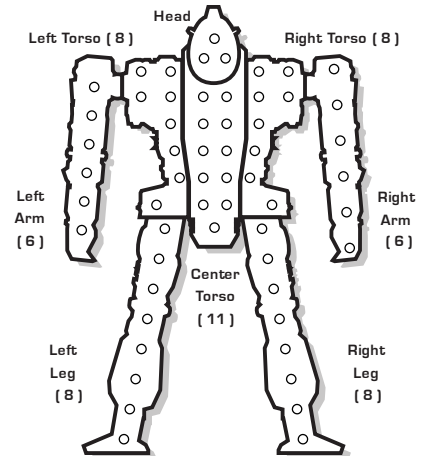
### ARMOR DIAGRAM

Light Ferro-Fibrous



### 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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

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

1-3

#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Small X-Pulse Laser (R)

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Re-engineered Laser
- Large Re-engineered Laser
- Large Re-engineered Laser

1-3

- Large Re-engineered Laser
- Large Re-engineered Laser
- AES
- Light Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Nightsky NGS-4S

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 300 XL

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

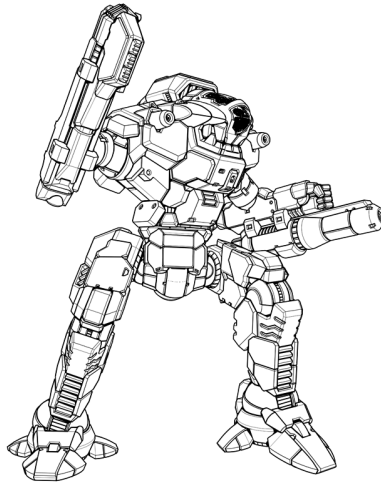
Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10
1	Hatchet	RA	—	10	—	—	—	—
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Small Pulse Laser	HD	2	3 [P, AI]	—	1	2	3

### WARRIOR DATA

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

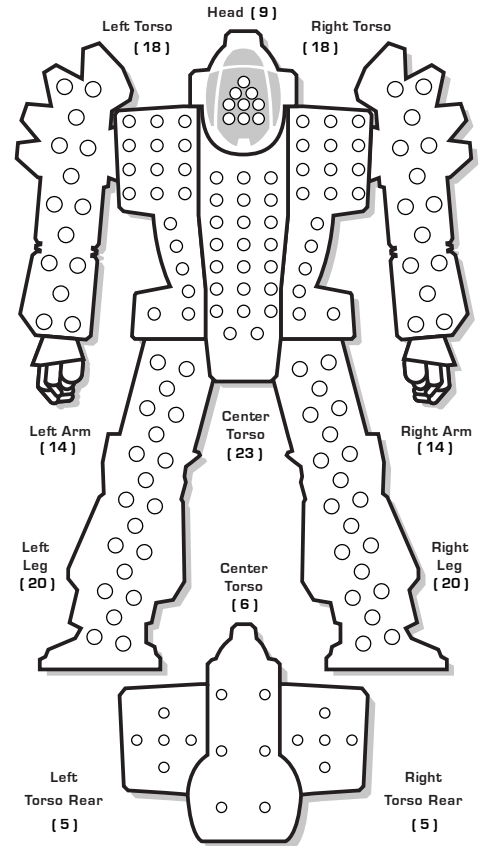
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM

#### Standard Armor



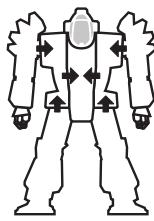
BV: 1,159



### CRITICAL TABLE

Location	Roll	Effect
Left Arm	1-3	Shoulder
		Upper Arm Actuator
		Lower Arm Actuator
		Hand Actuator
		Large Pulse Laser
		Large Pulse Laser
Center Torso	1-3	XL Fusion Engine
		XL Fusion Engine
		XL Fusion Engine
		Gyro
		Gyro
		Gyro
Right Arm	1-3	Shoulder
		Upper Arm Actuator
		Lower Arm Actuator
		Hand Actuator
		Hatchet
		Hatchet
Right Torso	1-3	XL Fusion Engine
		XL Fusion Engine
		XL Fusion Engine
		Jump Jet
		Jump Jet
		Jump Jet
Left Leg	1-3	Hip
		Upper Leg Actuator
		Lower Leg Actuator
		Foot Actuator
		Jump Jet
		Jump Jet
Right Leg	1-3	Hip
		Upper Leg Actuator
		Lower Leg Actuator
		Foot Actuator
		Jump Jet
		Jump Jet

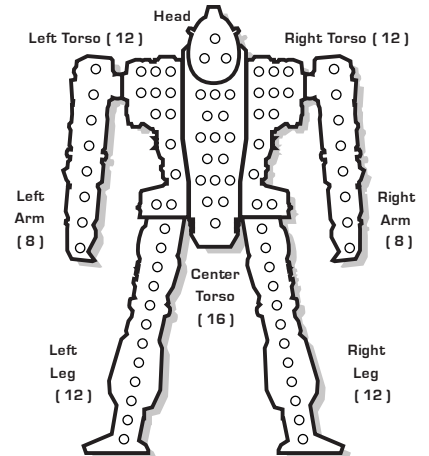
Engine Hits ○○○○  
Gyro Hits ○○○○  
Sensor Hits ○○○○  
Life Support ○



Damage Transfer Diagram

### 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

### HEAT DATA

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

Double Heat Sinks: 11 (22)



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Nightsky NGS-7S

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 300 XL

Tonnage: 50

Tech Base: Mixed

Rules Level: Advanced

Role: Striker

### WARRIOR DATA

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

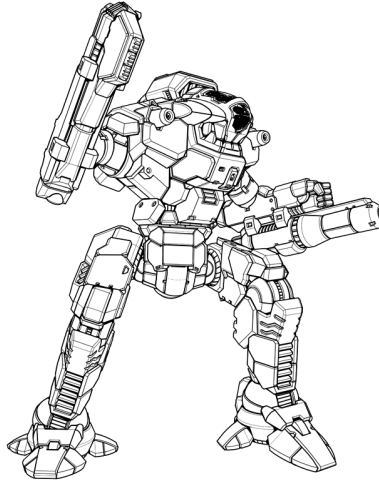
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Weapons & Equipment Inventory

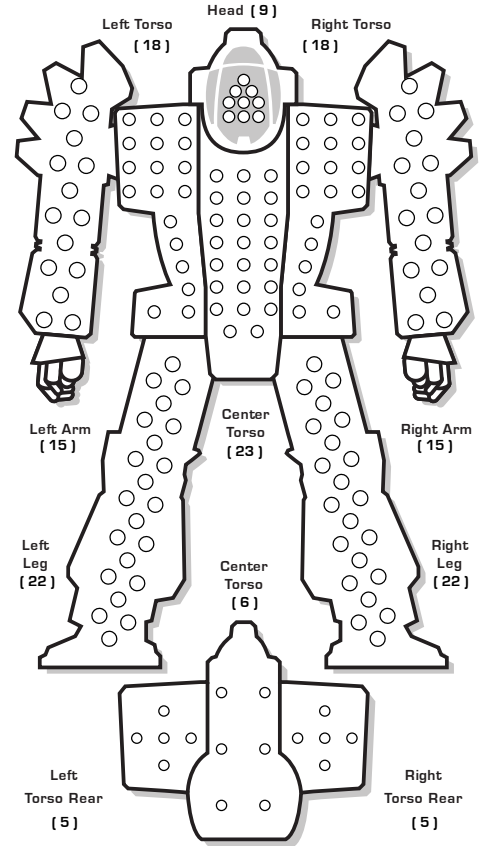
(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large X-Pulse Laser	LA	14	9 [P]	—	5	10	15
1	Hatchet	RA	—	10	—	—	—	—
1	AES	RA	—	[E]	—	—	—	—
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	Small X-Pulse Laser	HD	3	3 [P,AI]	—	2	4	5



### ARMOR DIAGRAM

Heavy Ferro-Fibrous



BV: 1,591



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Large X-Pulse Laser
- Large X-Pulse Laser
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser [Clan]
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hatchet
- Hatchet

1-3

- Hatchet
- Hatchet
- AES
- AES
- Heavy Ferro-Fibrous
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser [Clan]
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

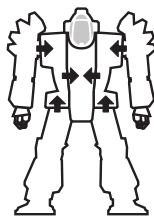
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

#### Right Leg

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

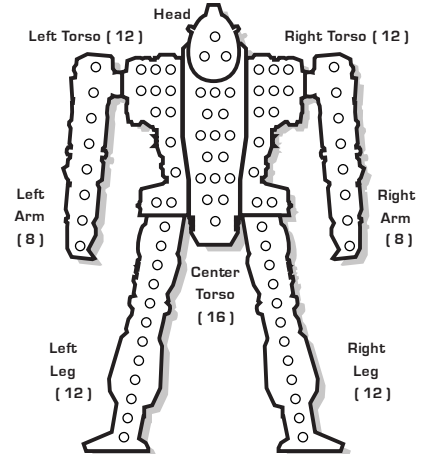
Engine Hits ○○○○  
Gyro Hits ○○○  
Sensor Hits ○○○  
Life Support ○



Damage Transfer Diagram

### 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

### HEAT DATA

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

Double Heat Sinks: 13 (26)



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Griffin GRF-3M

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 275 XL

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21

Ammo: [LRM 20] 12

Quirks: Battle Fists [LA], Battle Fists [RA], Rugged [1 Point], Ubiquitous [Inner Sphere], Ubiquitous [Clans]

BV: 1,521

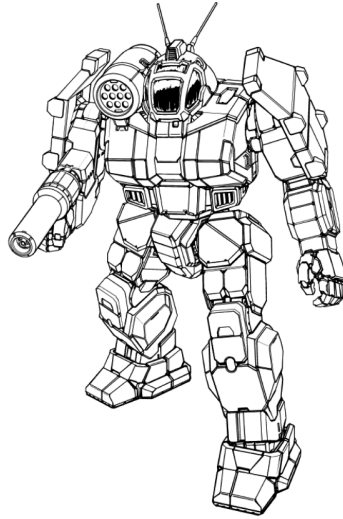


### WARRIOR DATA

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

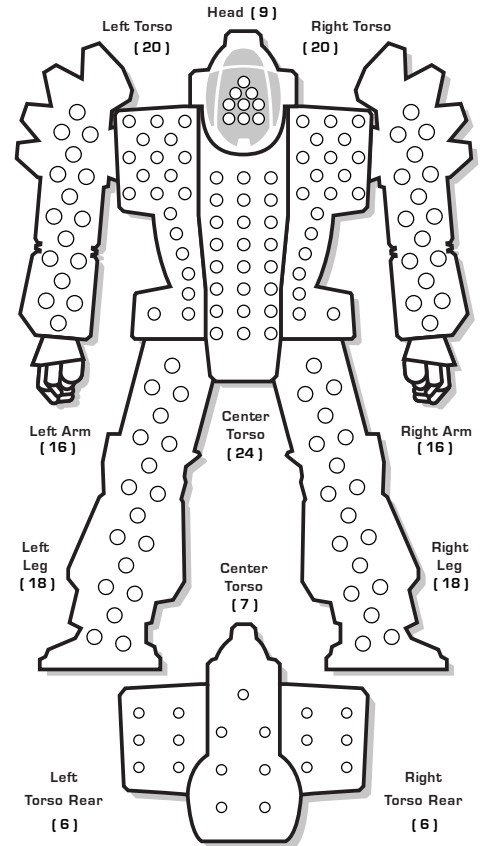
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



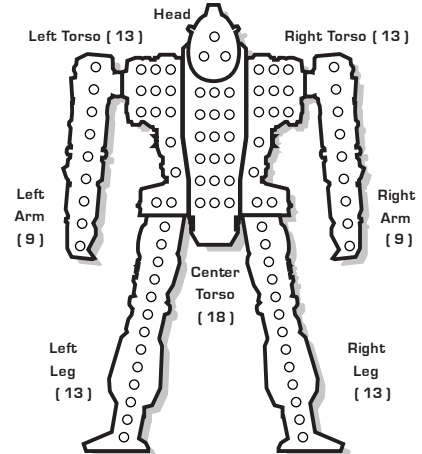
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### 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
- 1-3**
- Hand Actuator
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

#### Left Torso (CASE)

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3**

- Jump Jet
  - Jump Jet
  - Small Laser
  - Ammo [LRM 20] 6
  - Ammo [LRM 20] 6
  - CASE
- 4-6**

#### Left Leg

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

#### Head

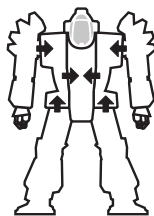
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Roll Again
- 4-6**

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Double Heat Sink
  - Double Heat Sink
- 1-3**

- Double Heat Sink
  - ER PPC
  - ER PPC
  - ER PPC
  - Roll Again
  - Roll Again
- 4-6**

#### Right Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Jump Jet
  - LRM 20
- 1-3**

- LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - Roll Again
  - Roll Again
- 4-6**

#### Right Leg

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

### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 (26)
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	○○○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Griffin C

Movement Points:

Walking: 6

Running: 9

Jumping: 9

Engine Type: 330 XL

Tonnage: 55

Tech Base: Mixed

Rules Level: Standard

Role: Sniper

### WARRIOR DATA

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

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

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

### Weapons & Equipment Inventory

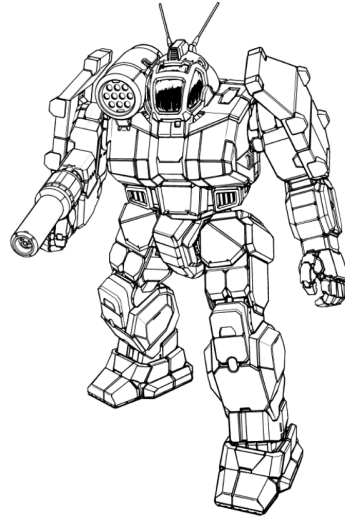
(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC (C)	RA	15	15 [DE]	—	7	14	23
1	Streak LRM 10	RT	4	1/Msl [M,C]	—	7	14	21

Ammo: [Streak LRM 10] 12

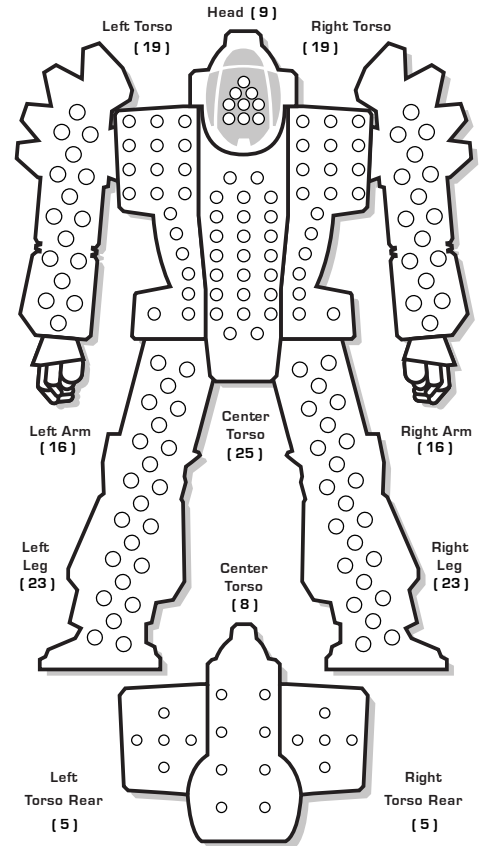
Quirks: Battle Fists (LA), Ubiquitous (Inner Sphere)

BV: 2,131



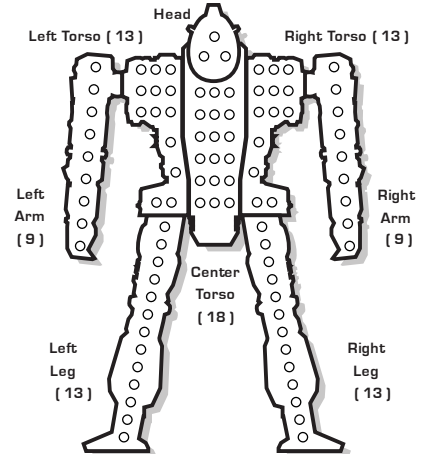
### ARMOR DIAGRAM

#### 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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel [IS]
- Endo Steel [IS]

1-3

- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

#### Head

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

1-3

#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- Endo Steel [IS]

1-3

- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]
- Endo Steel [IS]
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

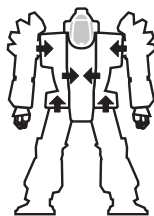
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Streak LRM 10
- Streak LRM 10
- Ammo [Streak LRM 10] 12

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

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



Damage Transfer Diagram

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Crusader CRD-5M

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 260 XL

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	LL	2	2/Msl [M,C]	-	3	6	9
1	Streak SRM 2	RL	2	2/Msl [M,C]	-	3	6	9
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Flamer	RA	3	2 [DE,H,AI]	-	1	2	3
1	Machine Gun	RA	-	2 [DB,AI]	-	1	2	3
1	Anti-Missile System	HD	1	[PB]	-	1	-	-

Ammo: [AMS] 12, [LRM 15] 16, [Machine Gun] 100, [Streak SRM 2] 50

Quirks: Easy to Maintain, Rugged (1 Point), Ubiquitous (Inner Sphere),

Ubiquitous (Clans)

BV: 1,408

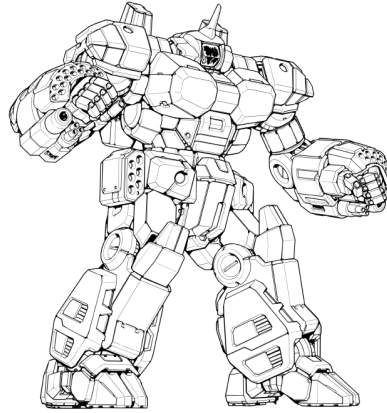


### WARRIOR DATA

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

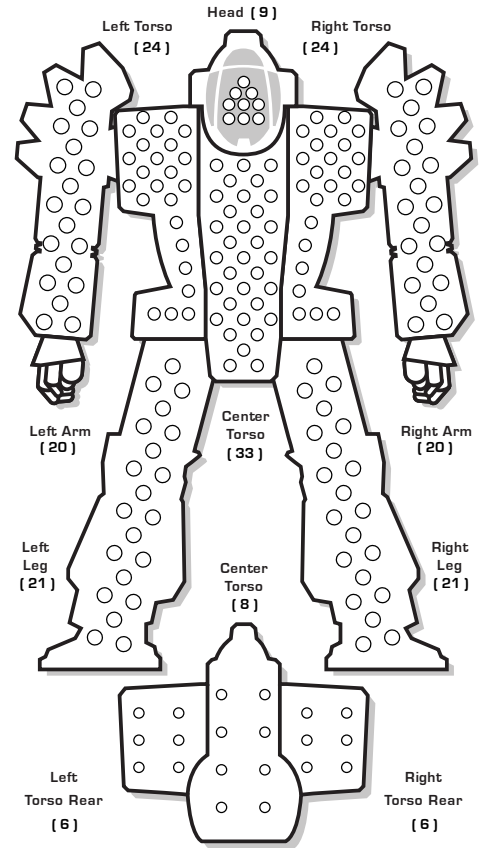
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM

#### Standard Armor



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- LRM 15
- LRM 15
- LRM 15
- Medium Laser
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Jump Jet
- Jump Jet
- Ammo [Streak SRM 2] 50
- CASE
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 2
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

#### Center Torso

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

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15

1-3

4-6

- LRM 15
- Medium Laser
- Flamer
- Machine Gun
- Ammo [Machine Gun] 100
- Roll Again

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

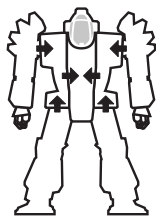
1-3

4-6

- Jump Jet
- Jump Jet
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- Ammo [AMS] 12
- CASE

#### Right Leg

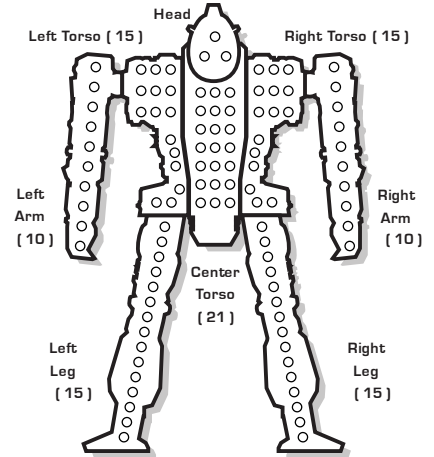
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 2
- Roll Again



Damage Transfer Diagram

### 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

### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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	○○○○○○○○○○○○○○○○○



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Crusader CRD-8R

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 260 XL

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	LL	4	2/Msl [M,C]	—	3	6	9
1	Streak SRM 6	RL	4	2/Msl [M,C]	—	3	6	9
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
	w/Artemis IV							
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
	w/Artemis IV							
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3

Ammo: [LRM 15 Artemis] 24, [Machine Gun] 200, [Streak SRM 6] 15  
 Quirks: Easy to Maintain, Rugged (1 Point), Ubiquitous (Inner Sphere),  
 Ubiquitous (Clans)

BV: 1,600

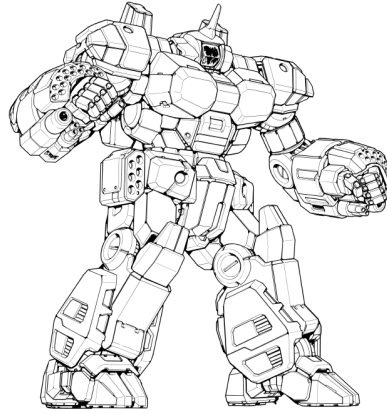


### WARRIOR DATA

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

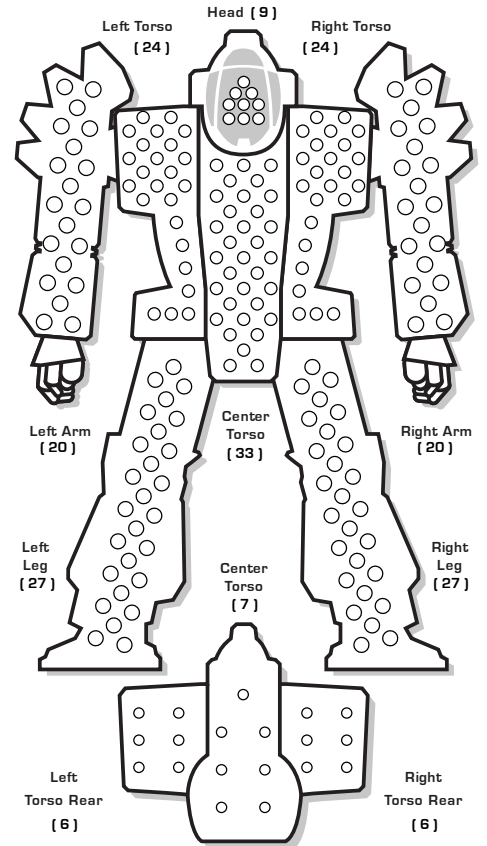
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



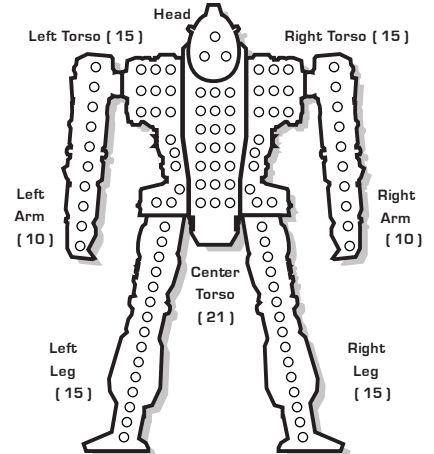
### ARMOR DIAGRAM

Light Ferro-Fibrous



### 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
- Hand Actuator
- LRM 15
- LRM 15

1-3

- LRM 15
- Artemis IV FCS
- ER Medium Laser
- Machine Gun
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo [LRM 15 Artemis] 8
- Ammo [Streak SRM 6] 15
- CASE II

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

- #### Center Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Gyro
  - XL Gyro
  - XL Gyro

4-6

- #### Right Torso (CASE II)
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ammo [LRM 15 Artemis] 8
  - Ammo [LRM 15 Artemis] 8
  - Ammo [Machine Gun] 200

1-3

4-6

#### Right Torso (CASE II)

- CASE II
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15

1-3

4-6

#### Right Torso (CASE II)

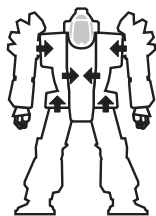
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo [LRM 15 Artemis] 8
- Ammo [LRM 15 Artemis] 8
- Ammo [Machine Gun] 200

4-6

#### Right Leg

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

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



Damage Transfer Diagram

# FORCEPACK ASSEMBLY OPTIONS

