MECH RECORD SHEET

'MECH DATA

Type: Crab (Princess) CRB-20-M

Movement Points: Tonnage: 50 Walking: Tech Base: Inner Sphere

Running: 3070 Jumping: 0 E/X-X-E-D

Weapons & Equipment Inventory

O.	y Type	Loc	LI+	Dma	Min	Che	Med	1
GIL	y Type	LUC	пь	Dillig	IVIIII	JIIL	Mea	Lily
1	ER Medium Laser	HD	5	5 [DE]	_	4	8	12
1	Large Laser	CT	8	8 [DE]	-	5	10	15
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Large Laser	LA	8	8 [DE]	_	5	10	15

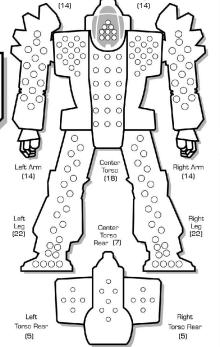
Cost: 4,313,000 C-Bills +0 (ammo)

BV: 1,321 Weapon Heat (29)

Dissipation (28)

WARRIOR DATA

Gunnery Skill: 4 Piloting Skill: 5 Hits Taken 1 2 3 4 5 6 sciousness# 3 5 7 10 11 Dead



INTERNAL STRUCTURE DIAGRAM

Cente

(16)

Scale

30*

29

28* 27

26*

25*

24

23*

55,

21

20*

19*

18*

17'

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

Right

Right

Leg

Heat Sinks:

14 [28]

Double

0000000000

Right Torso (12)

ARMOR DIAGRAM Armor Pts: 144

Right Torso

Head (9)

Left Torso

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
 4. Hand Actuator Hand Actuator
- - Large Laser 5. 6.
 - Roll Again 1.
- Roll Again 3.
- 4-6 4. Roll Again Roll Again
 - Roll Again
 - 6. Endo-Steel

Left Torso

- rDouble Heat Sink Double Heat Sink
- LDouble Heat Sink 1-3 3.
- rDouble Heat Sink
- Double Heat Sink Double Heat Sink 6.
- Roll Again Roll Again
- Endo-Steel 4-6
- Endo-Steel
 - Endo-Steel 6. Endo-Steel

Left Leg

- Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Endo-Steel 6. Endo-Steel

Head

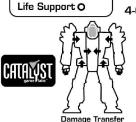
- 1. Life Support
- Sensors
- 3. Cockpit
- ER Medium Laser
- Sensors 6. Life Support

Center Torso

- 1. Fusion Engine
- 2 Fusion Engine Fusion Engine
- 1-3 ^{3.} Gyro 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. Fusion Engine 3. Fusion Engine
- 4-6 4. Fusion Engine

 - 5. Large Laser 6. Large Laser

Engine Hits OOO Gyro Hits O O Sensor Hits O O



- Hip Upper Leg Actuator
- Foot Actuator
- 6. Endo-Steel

Endo-Steel

Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- 5. Clarge Laser 6. Large Laser
- Roll Again 1.
- Roll Again
- 4-6 4. Roll Again
 - Roll Again
 - 5 Roll Again
 - 6. Endo-Steel

- **Right Torso** 1. | Double Heat Sink
- Double Heat Sink Double Heat Sink
- 1-3 3. -Double Heat Sink
 - 5.
 - Double Heat Sink 6
 - Roll Again
 - 2. Roll Again
 - Endo-Steel 4. Endo-Steel
 - Endo-Steel
 - 6. Endo-Steel

Right Leg

Lower Leg Actuator

25

Left Torso (12)

នោ

Left

Leg

(12)

Heat

Level 30

28

Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire Ammo Exp. avoid on 6+

Effects

HEAT DATA

Shutdown

- Shutdown, avoid on 8+

 4 Movement Points

 Ammo Exp. avoid on 4+ 20 19
- 18 17 15 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points
- 14 13 10 Shutdown, avoid on 4+ +2 Modifier to Fire
- –2 Movement Points

+1 Modifier to Fire

-1 Movement Points

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Diagram

Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes
		l							l		

HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

TO HIT MODIFIER	5
Attacker:	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Damage:	
Sensors	+2
Shoulder	+4
Arm Actuator (Each)	+1
Target:	
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone:	
Adjacent	-2
Not Adjacent	+1
Range:	
Short	+0
Medium	+2
Long	+4

PUNCH CHART

Roll	Left	Fr/Bk	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK CHART

Roll	Left	Fr/Bk	Right
1-3	LL	RL	RL
4-6	H	II.	RI

PHYSICAL ATTACKS

			CINC
Punch	+0	Punch	1/10t
Kick	-2	Kick	1/5t
*Hatchet	-1	Std	1/5t
*Sword	-2	Std	1/10t
*Blade	-2	Std	1/10t

* Add +4 to pick table **CLUSTER HITS**

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40