## **MECH RECORD SHEET**

## 'MECH DATA

Type: Crab (Pixie) CRB-20-MPX

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

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

## Weapons & Equipment Inventory

Qty Type Loc Ht Dma Min Sht Med Lng RT 5 [DE] 3 [DE] 3 Medium Laser 3 6 Medium Laser
 Small Laser 9 LT 10/8/5 [DE, V] 1 Snub-Nose PPC 10 9 13 15 5 [DB, C/S/F] 1 LB 5-X AC 1 3 7 14 21

Rounds mmunition Type

LB 5-X (Cluster LB 5-X (Slug) 20 20

Cost: 4,910,750 C-Bills +24,000 (ammo)

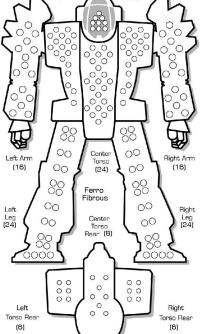
BV: 1,596 (Base: 1,330) Weapon Heat (19) Dissipation (20)

# WARRIOR DATA

Name: Numbra II

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





Head (9)

Right Torso

(18)

Left Torso

(18)

## CRITICAL HIT TABLE

### Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
  Hand Actuator
- Hand Actuator TLB 5-X AC
  - 6. LB 5-X AC
  - LB 5-X AC 1.
- LB 5-X AC
- 4-6 3. LLB 5-X AC
- Endo-Steel Endo-Steel
  - 6. Endo-Steel

## Left Torso (CASE)

- Small Laser
- Small Laser @LB 5 X Cluster (20)
- 1-3 3. @LB 5 X Slug (20)
  - Roll Again
  - 6. Roll Again
  - 1. Ferro-Fibrous 2. Ferro-Fibrous
- Ferro-Fibrous 4-6
  - Ferro-Fibrous
  - Ferro-Fibrous
  - 6. CASE

## Left Leg

- Upper Leg Actuator 3.
- Lower Leg Actuator Foot Actuator
- Endo-Steel 6. Endo-Steel

### Head

- 1. Life Support
- Sensors 3
- Cockpit 4. Roll Again
- 6. Life Support

#### Center Torso

- 1. Fusion Engine 2
- Fusion Engine Fusion Engine
- 1-3 <sup>3.</sup> Gyro
  - 5. Gyro
  - 6. Gyro
  - Gyro 2
  - Fusion Engine Fusion Engine
- 4-6 <sup>6</sup>. Fusion Engine
  - 5. Endo-Steel Endo-Steel
  - Engine Hits OOO

Gyro Hits O O Sensor Hits O O



Damage Transfer

Diagram

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

## INTERNAL STRUCTURE DIAGRAM

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Left

Leg

(12)

Left Torso (12)

- Right Arm 1. Shoulder
- Upper Arm Actuator 3. Lower Arm Actuator
- Hand Actuator
- 5.
  - Snub-Nose PPC Snub-Nose PPC 6.
- Roll Again 1.
- Endo-Steel Endo-Steel
- 4-6 4. Endo-Steel
  - 5 Endo-Steel
  - Endo-Steel
  - 6.

## **Right Torso**

- Medium Laser
- Medium Laser Roll Again
- 3. 4. 1-3 Ferro-Fibrous
  - Ferro-Fibrous
  - 6 Ferro-Fibrous
  - Ferro-Fibrous
  - 1. 2. Ferro-Fibrous
  - Ferro-Fibrous
  - 4. Ferro-Fibrous Ferro-Fibrous
  - 6. Ferro-Fibrous

# Right Leg

## Lower Leg Actuator

## **HEAT DATA**

Heat		Heat Sinks:
_evel*	Effects	10 (20)
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10-	
25	–5 Movement Points	Ŏ
24	+4 Modifier to Fire	Ō
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0
20	-4 Movement Points	Ó
19	Ammo Exp. avoid on 4+	Ŏ
18	Shutdown, avoid on 6+	ŏ
17	+3 Modifier to Fire	$\simeq$

Cente

- -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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#### ARMOR DIAGRAM Armor Pts: 169 HIT LOCATION CHART Roll Left Fr/Bk Right 2 LT (C) CT(C) RT(C) 3 RA RL LL 4 LΔ RΔ RΔ 5 RA LA RL RL 6 LL RT RT 7 LT CT 8 CT LT CT 9 RT LT LL

10

11

12

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 Torso (12)

Right

Leg

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CLUSTER HITS

RA

RL

HD

### TO HIT MODIFIERS

LA

LA

HD

LA

LL

HD

TO HIT MODIFIER	Θ,
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	LL	LL	RL

### PHYSICAL ATTACKS

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

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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