## **MECH RECORD SHEET**

## 'MECH DATA

Type: Crab CRB-20-MD

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

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

#### Weapons & Equipment Inventory (boyoc)

| vvcapona & Equipment inventor y (nexes) |              |     |    |        |     |     |     |     |  |  |
|---|--------------|-----|----|--------|-----|-----|-----|-----|--|--|
|   | у Туре       | Loc | Ht | Dmg    | Min | Sht | Med | Lng |  |  |
| 1                                       | Small Laser  | HD  | 1  | 3 [DE] | _   | 1   | 2   | 3   |  |  |
|   | Large Laser  | RA  | 8  | 8 [DE] | _   | 5   | 10  | 15  |  |  |
| 2                                       | Medium Laser | RA  | 3  | 5 [DE] | -   | 3   | 6   | 9   |  |  |
| 1                                       | Large Laser  | LA  | 8  | 8 [DE] | _   | 5   | 10  | 15  |  |  |
| 2                                       | Medium Laser | LA  | 3  | 5 [DE] | -   | 3   | 6   | 9   |  |  |

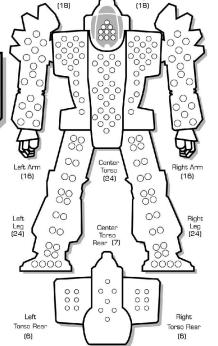
Cost: 4,322,375 C-Bills +0 (ammo)

BV: 1,410 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

Center

(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 Torso (12)

Right

Leg

Heat Sinks:

14 (28)

Double

0000000000

ARMOR DIAGRAM Armor Pts: 168

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.
  - 1. Medium Laser
  - Medium Laser
- 4-6 4. Roll Again Roll Again
- Endo-Steel
  - 6. Endo-Steel

### Left Torso

- CDouble Heat Sink Double Heat Sink
- LDouble Heat Sink
- 1-3 3. rDouble Heat Sink

  - Double Heat Sink Double Heat Sink 6.
  - 1. Roll Again
- 2. Roll Again
- Roll Again 4-6
  - Roll Again Endo-Steel
  - 6. Endo-Steel

### Left Leg

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

### Head

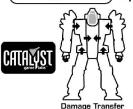
- 1. Life Support
- Sensors
- 3. Cockpit Small Laser
- 4.
- 6. Life Support

#### Center Torso

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

Engine Hits OOO

Gyro Hits O O Sensor Hits O O Life Support O



Diagram

## **Right Torso**

- 1. FDouble Heat Sink
- Double Heat Sink

- 5.
- 2. Roll Again
- Roll Again

## Right Leg

- 6. Endo-Steel

#### Lower Arm Actuator Hand Actuator

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Left

Leg

(12)

Large Laser 5.

Right Arm

Upper Arm Actuator

- 6.
  - 1. Medium Laser

1. Shoulder

- Medium Laser
- Roll Again
- 4-6 4. Roll Again
  - 5 Endo-Steel

  - Endo-Steel 6.

- Double Heat Sink
- 1-3 3. -Double Heat Sink

  - Double Heat Sink 6

  - Roll Again

  - 4. Roll Again
  - 5. Endo-Steel
  - 6. Endo-Steel

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

# **HEAT DATA**

Left Torso (12)

| Heat   |                       |
|--------|-----------------------|
| _evel* | Effects               |
| 30     | Shutdown              |
| 28     | Ammo Exp. avoid on 8- |
| 26     | Shutdown, avoid on 10 |
| 25     | –5 Movement Points    |

+4 Modifier to Fire Ammo Exp. avoid on 6+ 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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| Turn | Move | Hexes | Mod | Prev | Move | Weap | Other | Total | Sink | Level | Notes |
|------|------|-------|-----|------|------|------|-------|-------|------|-------|-------|
|      |      |       |     |      |      |      |       |       |      |       |       |
|      |      |       |     |      |      |      |       |       |      |       |       |
|      |      |       |     |      |      |      |       |       |      |       |       |
|      |      |       |     |      |      |      |       |       |      |       |       |
|      |      |       |     |      |      |      |       |       |      |       |       |
|      |      |       |     |      |      |      |       |       |      |       |       |
|      |      |       |     |      |      |      |       |       |      |       |       |
|      |      |       |     |      |      |      |       |       |      |       |       |

## 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 MODIFIERS

| TO HIT MODIFIER     | Э, |
|---------------------|----|
| 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.  | II.   | RI    |  |

## 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

## **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 |