MECH RECORD SHEET

'MECH DATA

Type: Crab CRB-20-LRM15

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

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

Weapons & Equipment Inventory

Qty Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1 Medium Laser	CT	3	5 [DE]	_	3	6	9
1 LRM-15	LT	5	1/m	6	7	14	21
1 Large Laser	RA	8	8 [DE]	-	5	10	15
1 Large Laser	LA	8	8 [DE]	_	5	10	15
Ammunition Type	Rou	ınds					

LRM-15

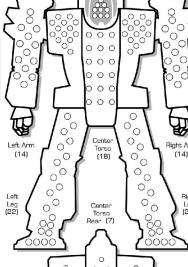
Cost: 4,338,500 C-Bills +30,000 (ammo)

BV: 1,321 Weapon Heat (24)

Dissipation (22)

WARRIOR DATA

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



ARMOR DIAGRAM Armor Pts: 144

Right Torso

(14)

Head (9)

Left Torso

(14)

Right Arm Right Leg (22) 0 0 0 0 000 000 0 0 0 0 0 Left Right 0 Torso Rea Torso Rear (5) (5)

INTERNAL STRUCTURE DIAGRAM

Center

(16)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
 4. Hand Actuator
- Hand Actuator
 - Large Laser 5. 6.

 - Endo-Steel 1. Endo-Steel
- 3. Roll Again
- 4-6 4. Roll Again
- Roll Again
 - 6. Roll Again

Left Torso

- rLRM-15 LRM-15
- LRM-15
- 1-3 3. Endo-Steel
 - Endo-Steel 6. Endo-Steel
 - 1. Roll Again
- 2. Roll Again
- Roll Again 4-6
 - Roll Again Roll Again
 - Roll Again 6.

Left Leg

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

Head

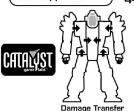
- 1. Life Support
- Sensors 3.
- Cockpit 4. Roll Again
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2 Fusion Engine Fusion Engine 1-3 3.
- Gyro
 - 5. Gyro 6. Gyro
- 1. Gyro 2 Fusion Engine Fusion Engine
- 4-6 ^{3.}
 - Fusion Engine 5. Medium Laser
 - Ammo (LRM 15) 8

Engine Hits OOO Gyro Hits O O

Sensor Hits O O Life Support O



Diagram

- 6. Endo-Steel

Right Arm

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

- **Right Torso**
- 1. FDouble Heat Sink Double Heat Sink
- Double Heat Sink
- 1-3 4. Endo-Steel

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

Right Leg

- Hip Upper Leg Actuator
- Foot Actuator

- Lower Leg Actuator
- Endo-Steel

HEAT DATA Heat

Left Torso (12)

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Left

Leg

(12)

Level³ Effects Shutdown Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points 28 25

+4 Modifier to Fire Ammo Exp. avoid on 6+

Shutdown, avoid on 8+

4 Movement Points

Ammo Exp. avoid on 4+ 20 19 Shutdown, avoid on 6+

- 18 17 15 +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 RA RL LL 4 LΔ RΔ RΔ 5 RA LA RL 6 LL RT RL 7 LT CT RT 8 CT LT CT 9 RT LT LL 10 RA LA LA RL LA LL 11 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	H	II.	RI

PHYSI	LAL	. AIIA	LKS
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

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:

11 (22) Double

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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