**MECH RECORD SHEET** 

# 'MECH DATA

Type: Crab CRB-20-PPC

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

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

# Weapons & Equipment Inventory

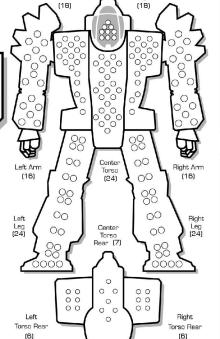
Qt	y Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	_	1	2	3
1	ER Medium Laser	CT	5	5 [DE]	-	4	8	12
1	PPC	RA	10	10 [DE]	3	6	12	18
1	PPC	LA	10	10 [DE]	3	6	12	18

Cost: 4,493,375 C-Bills +0 (ammo)

BV: 1,388 Weapon Heat (26) Dissipation (26)

# 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 Torso (12)

Right

Leg

Heat Sinks:

13 (26) Double

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ARMOR DIAGRAM Armor Pts: 168

Right Torso

Head (9)

Left Torso

# CRITICAL HIT TABLE

### Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 3. Lower Arm Actuator
- Hand Actuator 5 **FPPC** 
  - 6. PPC

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

## Left Torso

- Roll Again Roll Again
- Roll Again
- 1-3 3. Roll Again
  - Double Heat Sink 6 Double Heat Sink
  - 1.
  - CDouble Heat Sink
- Double Heat Sink 4-6
  - Double Heat Sink 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
- 4. Small Laser
- 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>3.</sup>
  - Fusion Engine
  - 5. Roll Again ER Medium Laser
  - Engine Hits OOO

# Gyro Hits O O Sensor Hits O O Life Support O

# CATATÁST

Damage Transfer

Diagram

- Endo-Steel
- 6. Endo-Steel

# Right Arm

- 1. Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator 5. FPPC
- 6. PPC
- 1. LPPC
- Roll Again
- 4-6 4. Roll Again
  - Endo-Steel
  - 5 Endo-Steel
  - 6. Endo-Steel

- **Right Torso** 1. Roll Again
- Roll Again
- Roll Again 3. 4. 1-3
  - Roll Again
  - Roll Again
  - 6. Roll Again
  - Roll Again
  - Pouble Heat Sink
- Double Heat Sink Double Heat Sink 4-6 3.

  - 5. Endo-Steel
  - 6. Endo-Steel

# Right Leg

- Hip Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

### Heat Level<sup>3</sup> Effects Shutdown

**HEAT DATA** 

Left Torso (12)

នោ

Left

Leg

(12)

Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points 25 +4 Modifier to Fire Ammo Exp. avoid on 6+

Shutdown, avoid on 8+

4 Movement Points

Amno 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
					,						
$\vdash$						<u> </u>					

# 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	S
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

		- A I I A	
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