MECH RECORD SHEET

'MECH DATA

Type: Crab (Snubby) CRB-20-MxP

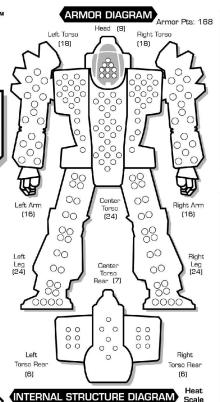
Movement Points: Tonnage: 50 Walking: Tech Base: Inner Sphere

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

Weapons & Equipment Inventory (boyoc)

	capono & Equi	PIIIC		IIIVGIIII	y	(iie	ACS)	
Qt	у Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	-	2	4	5
1	Snub-Nose PPC	CT	10	10/8/5 [DE, V]	-	9	13	15
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	ER Medium Laser	RA	5	5 [DE]	-	4	8	12
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Flamer	LA	3	2 [DE, H/AI]	-	1	2	3

WARRIOR DATA Name: Numba II Matthew Gunnery Skill: 3 Piloting Skill: 4 Hits Taken 1 2 3 4 5 6 sciousness# 3 5 7 10 11 Dead



CRITICAL HIT TABLE

Left Arm

Cost: 8,431,625 C-Bills

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

Left Torso

- CDouble Heat Sink Double Heat Sink
- LDouble Heat Sink 1-3 3.
- ┌Double Heat Sink
 - **Double Heat Sink** 6 LDouble Heat Sink
 - Double Heat Sink
- L_{Double Heat Sink}
- 4-6 XL Fusion Engine
 - - XL Fusion Engine XL Fusion Engine

Left Leg

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

Head

BV: 1,857 (Base: 1,407) Weapon Heat (36)

Dissipation (32)

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

Center Torso

- 1. XL Fusion Engine 2
- XL Fusion Engine
 XL Fusion Engine 1-3 ^{3.}
- Gyro
 - 5. Gyro 6.
 - Gyro
 - 1. Gyro 2 XL Fusion Engine XL Fusion Engine
- 4-6 ^{3.}
 - XL Fusion Engine
 - Snub-Nose PPC

Engine Hits OOO

Gyro Hits O O Sensor Hits O O Life Support O



Damage Transfer

Diagram

Double Heat Sink

- 1. | Double Heat Sink

- Double Heat Sink 6

- XL Fusion Engine
- XL Fusion Engine

- 6. Endo-Steel

Right Arm Left Torso (12)

នោ

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

Right Torso

- 1-3 3. Louble Heat Sink

 - 2. Double Heat Sink
 - L_{Double Heat Sink}

 - 6. XL Fusion Engine

Right Leg

Hip Upper Leg Actuator

- Lower Leg Actuator
- Foot Actuator Endo-Steel

Leg



Center

(16)

Heat		Heat Sinks:
evel*	Effects	16 (32)
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10-	+ 00
25	-5 Movement Points	OQ
24	+4 Modifier to Fire	ÕÕ
23	Ammo Exp. avoid on 6+	- 00
22	Shutdown, avoid on 8+	00
20	-4 Movement Points	ÓÓ
19	Ammo Exp. avoid on 4+	ŎŎ
18	Shutdown avoid on 6+	~~

+3 Modifier to Fire

- -3 Movement Points 15 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 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

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

000

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)

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 4 5	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 8	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