MECH RECORD SHEET

'MECH DATA

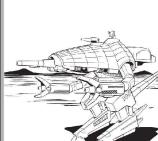
Type: Crab CRB-20-MD

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

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

Weapons & Equipment Inventory (boyoc)

	capono & Equ	y	(IIIC	ACS,				
Qt	у Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	_	1	2	3
1	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

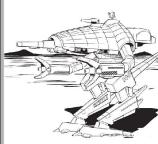


Cost: 4,322,375 C-Bills +0 (ammo)

BV: 1,692 (Base: 1,410) Weapon Heat (29) Dissipation (28) CRITICAL HIT TABLE

WARRIOR DATA

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



Right Arm

Hand Actuator

Medium Laser

Medium Laser

Roll Again

Roll Again

Endo-Steel

Endo-Steel

Right Torso

Double Heat Sink

Double Heat Sink

Double Heat Sink

1. FDouble Heat Sink

1-3 3. -Double Heat Sink

Roll Again

Roll Again

Roll Again

Endo-Steel

Endo-Steel

Endo-Steel

Large Laser

Upper Arm Actuator

Lower Arm Actuator

1. Shoulder

5.

6.

1.

5

6.

5.

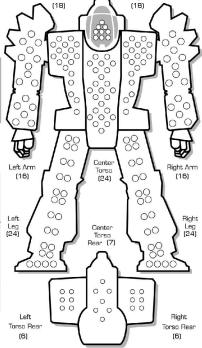
6

2.

4.

6.

4-6 4.



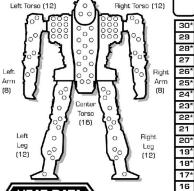
ARMOR DIAGRAM Armor Pts: 168

Right Torso

Head (9)

Left Torso

INTERNAL STRUCTURE DIAGRAM Scale



HEAT DATA

1	-74174	-
Heat		Heat Sinks:
Level*	Effects	14 (28)
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	- 00
25	–5 Movement Points	
24	+4 Modifier to Fire	QQ I
23	Ammo Exp. avoid on 6+	ΟŌ
22	Shutdown, avoid on 8+	00
20	-4 Movement Points	0
19	Ammo Exp. avoid on 4+	Õ.
18	Shutdown, avoid on 6+	ŏ
17	+3 Modifier to Fire	000000
15	–3 Movement Points	\simeq
14	Shutdown, avoid on 4+	Š I
13	+2 Modifier to Fire	O
10	-2 Movement Points	

			7277700
Heat		Heat Sinks:	14*
Level*	Effects	14 (28)	13*
30	Shutdown	Double	10
28	Ammo Exp. avoid on 8+		12
26	Shutdown, avoid on 10-	00	11
25	–5 Movement Points	88	10*
24	+4 Modifier to Fire	SS.	
23	Ammo Exp. avoid on 6+	ÕÕ	9
22	Shutdown, avoid on 8+	00	8*
50	-4 Movement Points		7
19	Ammo Exp. avoid on 4+	Õ	
18	Shutdown, avoid on 6+	000000	6
17	+3 Modifier to Fire	\simeq	5*
15	–3 Movement Points	\simeq	<u> </u>
14	Shutdown, avoid on 4+	Ŏ	4
13	+2 Modifier to Fire	0	3
10	–2 Movement Points		2
8	+1 Modifier to Fire		⊢ —
5	 1 Movement Points 		1

Left Arm

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

Left Torso

- rDouble 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 Endo-Steel
 - Endo-Steel 6. Endo-Steel

Left Leg

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

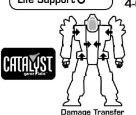
Head

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

Center Torso

- 1. Fusion Engine
- Fusion Engine
 Fusion Engine 1-3 3.
- Gyro
 - 5. Gyro
 - 6. Gyro
- 1. Gyro 2. Fusion Engine 3. Fusion Engine
- 4-6 4.
 - Fusion Engine
 - 5. Roll Again 6. Roll Again

Engine Hits OOO Gyro Hits O O Sensor Hits O O Life Support O



Diagram

Right Leg

- 6. Endo-Steel

Foot Actuator Endo-Steel

- Hip Upper Leg Actuator

- Lower Leg Actuator

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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes
-	<u> </u>				<u> </u>			l	l		

HIT LOCATION CHART Roll Left Fr/Bk Right LT (C) 2 CT (C) RT (C) 3 RA RL LL 4 LΔ RΔ RΔ

5 RA LA RL RL 6 LL RT 7 RT LT CT 8 CT LT CT 9 RT LT LL 10 RA LA LA 11 RL LA LL 12 HD HD HD

TO HIT MODIFIERS

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

15*

CLUSTER HITS

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

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