MECH RECORD SHEET

'MECH DATA

Type: Crab (Snubby) CRB-20-MxP

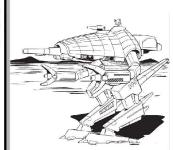
Movement Points: Tonnage: 50 Walking: Tech Base: Inner Sphere

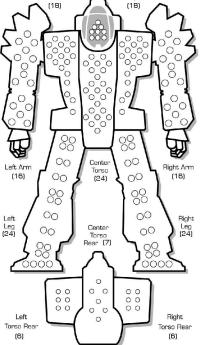
Running: 3070 0 E/X-X-F-E Jumping:

Weapons & Equipment Inventory

Qt	y Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	-	1	2	3
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	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Medium Laser	LA	3	5 [DE]	_	3	6	9







ARMOR DIAGRAM Armor Pts: 168

Right Torso

Head (9)

Left Torso

CRITICAL HIT TABLE

Left Arm

Cost: 8,420,375 C-Bills +0 (ammo)

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
 Hand Actuator
- Hand Actuator
 - Large Laser 5. 6.
 - 1. Medium Laser
- Endo-Steel Endo-Steel
- 4-6 4. Endo-Stee
 - 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** 6 Double Heat Sink
- Double Heat Sink
- L_{Double Heat Sink} 4-6
 - XL Fusion Engine
 - XL Fusion Engine 6. XL Fusion Engine

Left Leg

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

Head

BV: 1,886 (Base: 1,429) Weapon Heat (33)

Dissipation (32)

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

Center Torso

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

Engine Hits OOO Gyro Hits O O



CATATÁST

Damage Transfer

Diagram

Right Leg

- Foot Actuator
- Endo-Steel 6. Endo-Steel

INTERNAL STRUCTURE DIAGRAM Right Arm Left Torso (12) Right Torso (12)

នោ

Left

Leg

(12)

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

Right Torso

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

 - Double Heat Sink 6

 - 2 Double Heat Sink
 - L_{Double Heat Sink}
 - XL Fusion Engine
 - XL Fusion Engine
 - 6. XL Fusion Engine

- Hip Upper Leg Actuator
- Lower Leg Actuator

HEAT DATA Heat Effects

Shutdown 30 Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points 28 25

Cente

(16)

+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 Shutdown, avoid on 4+ +2 Modifier to Fire

14 13 10 –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
1											

HIT LOCATION CHART Roll Left Fr/Bk Right 2 LT (C) CT (C) RT (C) 3 RA RL LL 4 LΔ RΔ RΔ 5 LA RL RΑ 6 LL RT RL 7 LT CT RT

8

9

10

11

12

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

CLUSTER HITS

Right

Leg

Heat Sinks:

16 (32)

Double

00000000000

CT

RT

RA

RL

HD

TO HIT MODIFIERS

LT

LL

LA

LA

HD

CT

LT

LA

LL

HD

IO HIII MODIFILE	2
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	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
3 4	1	1	2	2	3	3	4	4	5	6	9	12	18
5 6	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