

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Crab CRB-27b

Movement Points: Tonnage: 50
 Walking: 5 Tech Base: Inner Sphere
 Running: 8
 Jumping: 0 E/E-F-D-D

Weapons & Equipment Inventory (hexes)

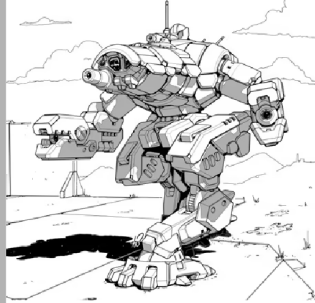
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	-	1	2	3
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	ER Large Laser	RA	12	6 [DE]	-	7	14	19
1	ER Large Laser	LA	12	6 [DE]	-	7	14	19

Cost: 4,470,875 C-Bills +0 (ammo) BV: 1,308
 Weapon Heat (28)
 Dissipation (32)

WARRIOR DATA

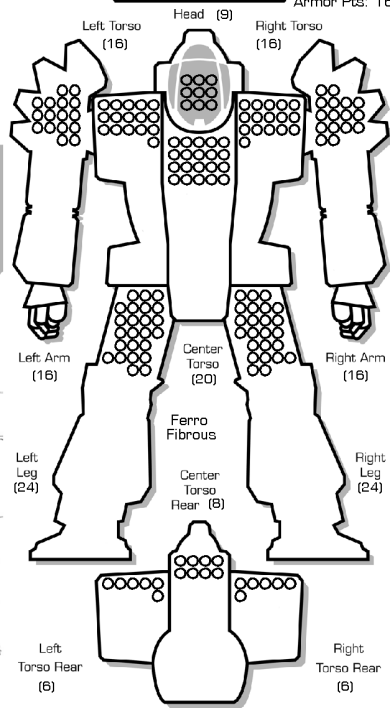
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM

Armor Pts: 161



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 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

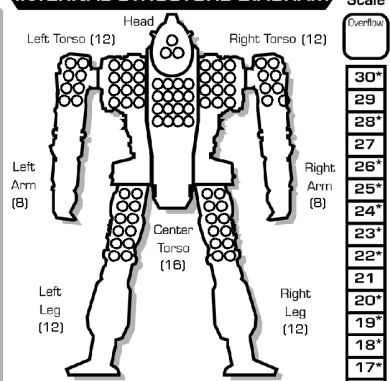
CRITICAL HIT TABLE

Location	Roll	Effect
Left Arm	1-3	Shoulder
	4-6	Upper Arm Actuator
	1-3	Lower Arm Actuator
	4-6	Double Heat Sink
	1-3	Double Heat Sink
	4-6	Double Heat Sink
Right Arm	1-3	Shoulder
	4-6	Upper Arm Actuator
	1-3	Lower Arm Actuator
	4-6	Double Heat Sink
	1-3	Double Heat Sink
	4-6	Double Heat Sink
Center Torso	1-3	Fusion Engine
	4-6	Fusion Engine
	1-3	Fusion Engine
	4-6	Gyro
	1-3	Gyro
	4-6	Gyro
Left Torso	1-3	Double Heat Sink
	4-6	Double Heat Sink
	1-3	Double Heat Sink
	4-6	Double Heat Sink
	1-3	Double Heat Sink
	4-6	Double Heat Sink
Right Torso	1-3	Double Heat Sink
	4-6	Double Heat Sink
	1-3	Double Heat Sink
	4-6	Double Heat Sink
	1-3	Double Heat Sink
	4-6	Double Heat Sink
Left Leg	1-3	Hip
	4-6	Upper Leg Actuator
	1-3	Lower Leg Actuator
	4-6	Foot Actuator
	1-3	Ferro-Fibrous
	4-6	Ferro-Fibrous
Right Leg	1-3	Hip
	4-6	Upper Leg Actuator
	1-3	Lower Leg Actuator
	4-6	Foot Actuator
	1-3	Ferro-Fibrous
	4-6	Ferro-Fibrous

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

CATALYST Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale	Overheat
30°	○
29	○
28°	○
27	○
26°	○
25°	○
24°	○
23°	○
22°	○
21	○
20°	○
19°	○
18°	○
17°	○
16	○
15°	○
14°	○
13°	○
12	○
11	○
10°	○
9	○
8°	○
7	○
6	○
5°	○
4	○
3	○
2	○
1	○
0	○

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

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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

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