

# BATTLETECH

## 'MECH RECORD SHEET

### MECH DATA

Type: Crab CRB-20

Movement Points: Tonnage: 50  
 Walking: 5 Tech Base: Inner Sphere  
 Running: 8 Era: Early Succession Wars  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	H	1	3	-	1	2	3
4	Medium Laser	GT	3	5	-	3	6	9
4	Large Laser	RA	8	8	-	6	10	15
1	Large Laser	LA	8	8	-	5	10	15

Cost: 3,915,875

BV: 2,081

### WARRIOR DATA

Name: Daishi100

Gunnery Skill: 2 Piloting Skill: 3

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

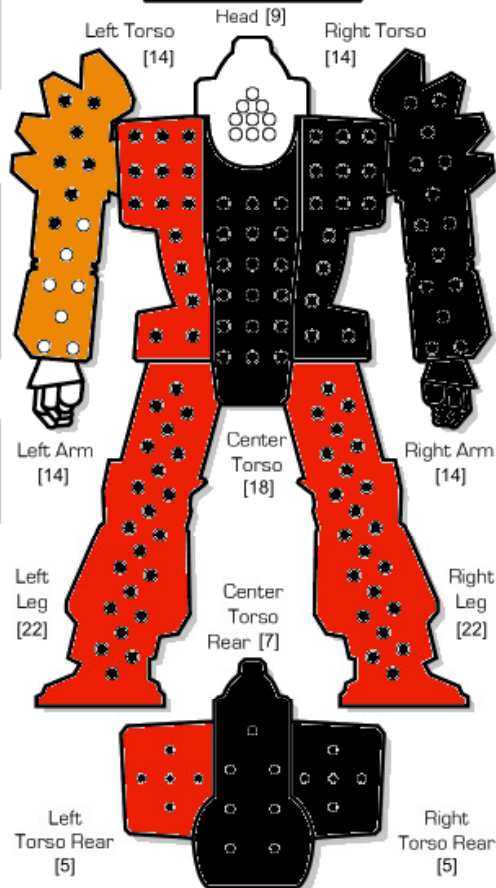
### RULES LEVELS

Current: Introductory  
 Era Specific: Introductory  
 Year Specific: Introductory



Armor Factor = 144

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Large Laser
  - Large Laser
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Left Torso

- Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

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

#### Left Leg

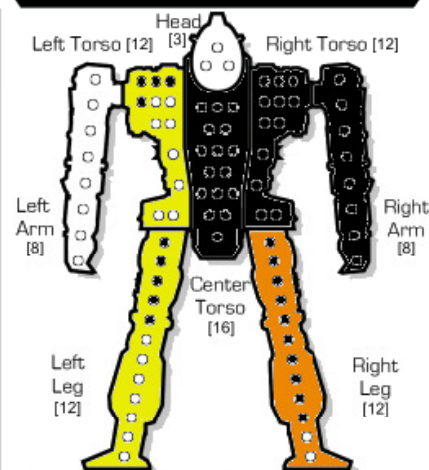
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Scale	Overheat
0	0
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	

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	Single
28	Ammo Exp. avoid on 8+	13
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	○○○○○