BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: King Crab KGC-007

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Standard
Jumping:	0	**Role:**	Juggernaut
Engine Type:	300 Fusion		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	LA	1	5/Sht [DB,R/C]	—	5	10	15
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Rotary AC/5	RA	1	5/Sht [DB,R/C]	—	5	10	15
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Plasma Rifle	LT	10	10 [DE,H]	—	5	10	15
1	Streak SRM 6	CT	4	2/Msl [M,C]	—	3	6	9

Ammo: (Plasma Rifle) 20, (RAC/5) 120, (Streak SRM 6) 15

BV: 2,523

WARRIOR DATA

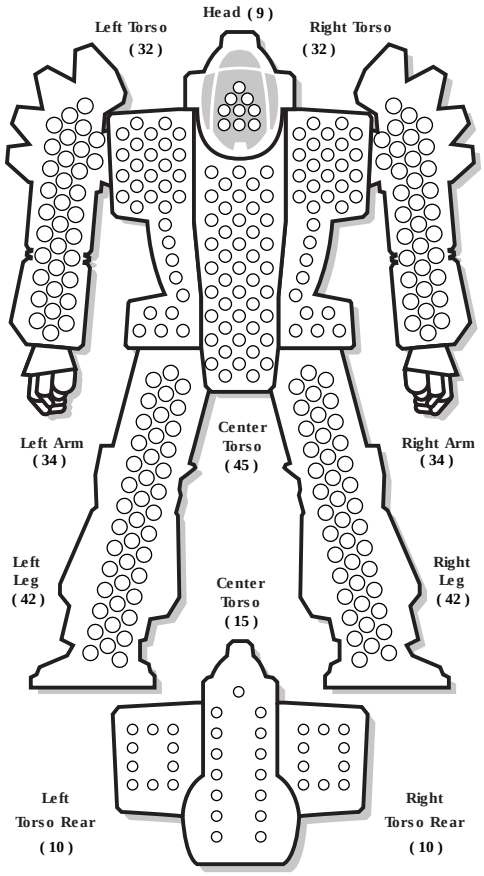
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

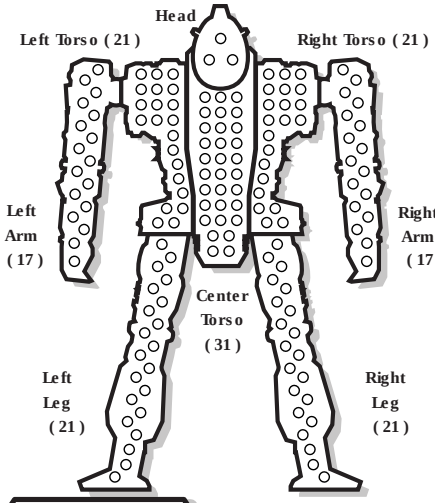
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

Overflow
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

CRITICAL TABLE

Left Arm

1. **Shoulder**
2. **Upper Arm Actuator**
3. **Rotary AC/5** (1-3)
4. **Rotary AC/5** (1-3)
5. **Rotary AC/5** (1-3)
6. **Rotary AC/5** (1-3)

1. **Rotary AC/5** (4-6)
2. **Rotary AC/5** (4-6)
3. **Light PPC** (4-6)
4. **Light PPC** (4-6)
5. Light Ferro-Fibrous
6. Roll Again

Left Torso

1. **Plasma Rifle** (1-3)
2. **Plasma Rifle** (1-3)
3. **Ammo (Plasma Rifle) 10** (1-3)
4. **Ammo (Plasma Rifle) 10** (1-3)
5. Roll Again
6. Roll Again

1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Left Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head

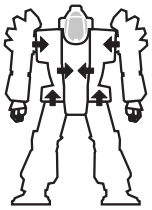
1. **Life Support**
2. **Sensors**
3. **Cockpit**
4. Light Ferro-Fibrous
5. **Sensors**
6. **Life Support**

Center Torso

1. **Fusion Engine** (1-3)
2. **Fusion Engine** (1-3)
3. **Fusion Engine** (1-3)
4. **Gyro** (1-3)
5. **Gyro** (1-3)
6. **Gyro** (1-3)

1. **Gyro** (4-6)
2. **Fusion Engine** (4-6)
3. **Fusion Engine** (4-6)
4. **Fusion Engine** (4-6)
5. **Streak SRM 6** (4-6)
6. **Streak SRM 6** (4-6)

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



Damage Transfer Diagram

Right Arm

1. **Shoulder**
2. **Upper Arm Actuator**
3. **Rotary AC/5** (1-3)
4. **Rotary AC/5** (1-3)
5. **Rotary AC/5** (1-3)
6. **Rotary AC/5** (1-3)

1. **Rotary AC/5** (4-6)
2. **Rotary AC/5** (4-6)
3. **Light PPC** (4-6)
4. **Light PPC** (4-6)
5. Light Ferro-Fibrous
6. Roll Again

Right Torso (CASE)

1. **Ammo (RAC/5) 20** (1-3)
2. **Ammo (RAC/5) 20** (1-3)
3. **Ammo (RAC/5) 20** (1-3)
4. **Ammo (RAC/5) 20** (1-3)
5. **Ammo (RAC/5) 20** (1-3)
6. **Ammo (RAC/5) 20** (1-3)

1. **Ammo (Streak SRM 6) 15** (4-6)
2. CASE (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

HEAT DATA

Double Heat Sinks: 11 (22)

Heat Level*	Effects	
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	

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