

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: King Crab KGC-011

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Engine Type: 400 XXL

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Juggernaut

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	LT/LA	6	20	—	4	8	12
				[DB,C/F/S]				
1	LB 20-X AC	RT/RA	6	20	—	4	8	12
				[DB,C/F/S]				
1	Rocket Launcher 15	LT	4	1/Msl [M,C]	—	4	9	15
1	Plasma Rifle	RT	10	10 [DE,H]	—	5	10	15

Ammo: (LB 20-X) 15, (LB 20-X Cluster) 15, (Plasma Rifle) 20

BV: 2,406



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

5. LB 20-X AC

6. LB 20-X AC

4-6

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Rocket Launcher 15
- Rocket Launcher 15
- Ammo (LB 20-X) 5

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (LB 20-X) 5
- Ammo (LB 20-X Cluster) 5

Head

- Life Support
- Sensors
- Cockpit
- Ammo (Plasma Rifle) 10
- Sensors
- Life Support

1-3

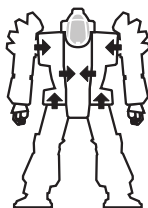
Center Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Ammo (Plasma Rifle) 10
- Supercharger

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

5. LB 20-X AC

6. LB 20-X AC

4-6

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Plasma Rifle
- Plasma Rifle
- Ammo (LB 20-X Cluster) 5

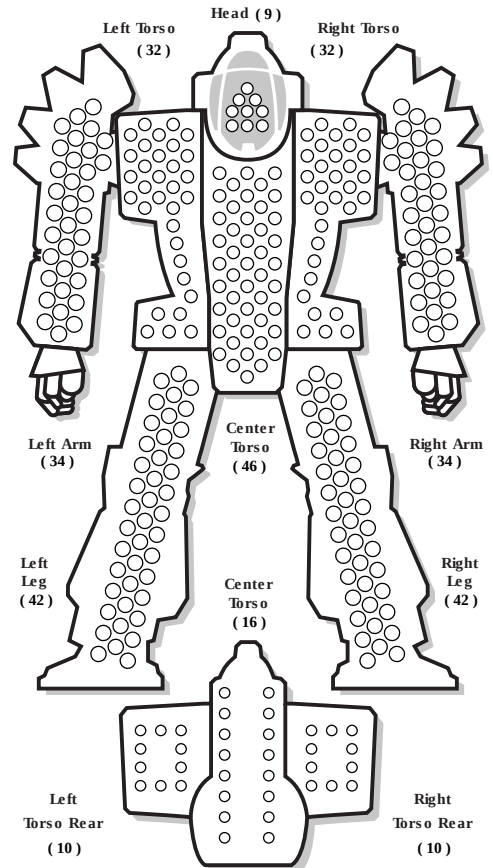
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (LB 20-X) 5
- Ammo (LB 20-X Cluster) 5

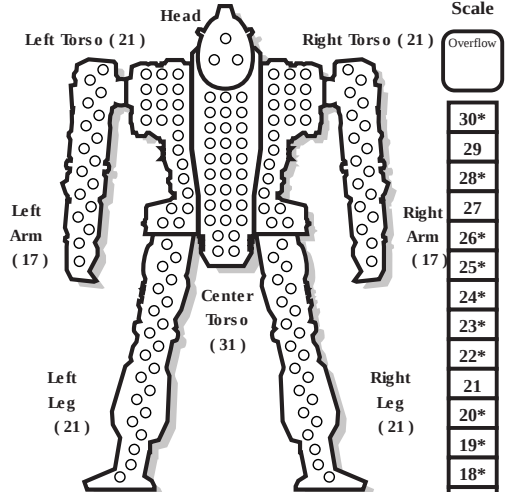
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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

Overflow

30*
29
28*
27
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