

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: King Crab KGC-0000

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/20	LT/LA	7	20 [DB,S]	—	3	6	9
1	AC/20	RT/RA	7	20 [DB,S]	—	3	6	9
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	Large Laser	RT	8	8 [DE]	—	5	10	15

Ammo: (AC/20) 10, (LRM 15) 8

BV: 1,810



WARRIOR DATA

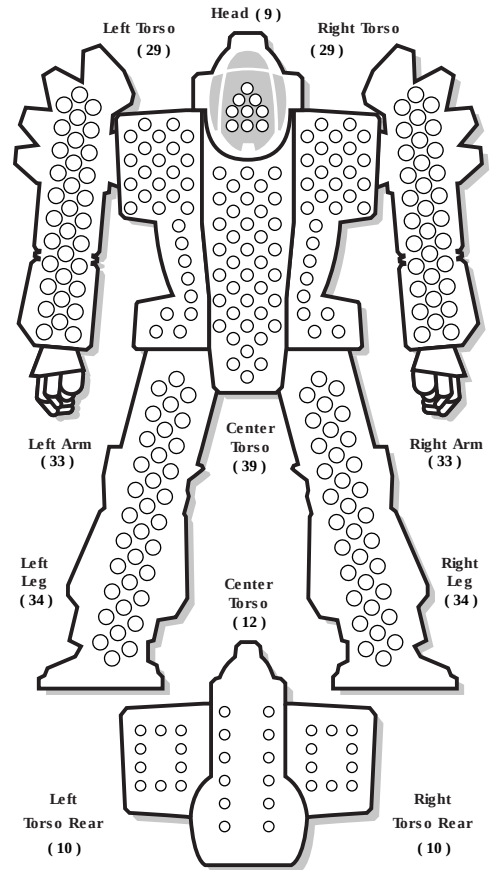
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

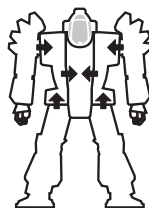
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

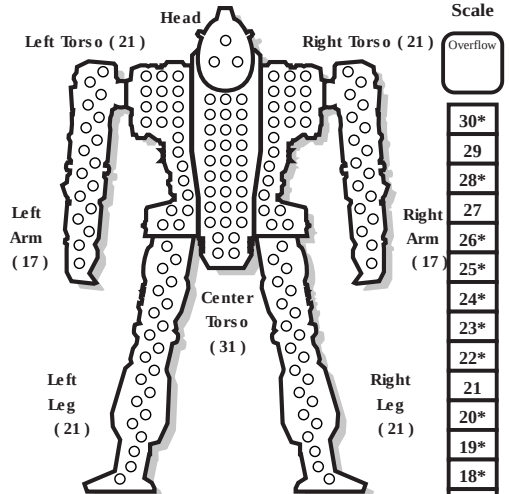
Left Arm		Head		Right Arm	
1.	Shoulder	1.	Life Support	1.	Shoulder
2.	Upper Arm Actuator	2.	Sensors	2.	Upper Arm Actuator
3.	Lower Arm Actuator	3.	Cockpit	3.	Lower Arm Actuator
4.	Hand Actuator	4.	Roll Again	4.	Hand Actuator
5.	AC/20	5.	Sensors	5.	AC/20
6.	AC/20	6.	Life Support	6.	AC/20
Center Torso		Left Torso		Right Torso	
1.	Fusion Engine	1.	AC/20	1.	AC/20
2.	Fusion Engine	2.	AC/20	2.	AC/20
3.	Fusion Engine	3.	AC/20	3.	AC/20
4.	Gyro	4.	AC/20	4.	AC/20
5.	Gyro	5.	AC/20	5.	AC/20
6.	Gyro	6.	AC/20	6.	AC/20
Left Leg		Engine Hits ○○○○		Right Torso	
1.	Hip	Gyro Hits ○○○○		1.	AC/20
2.	Upper Leg Actuator	Sensor Hits ○○○○		2.	AC/20
3.	Lower Leg Actuator	Life Support ○		3.	Large Laser
4.	Foot Actuator			4.	Large Laser
5.	Heat Sink			5.	Ammo (AC/20) 5
6.	Roll Again			6.	Roll Again
Right Leg				1.	Roll Again
1.	Hip			2.	Roll Again
2.	Upper Leg Actuator			3.	Roll Again
3.	Lower Leg Actuator			4.	Roll Again
4.	Foot Actuator			5.	Roll Again
5.	Heat Sink			6.	Roll Again
6.	Roll Again				



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	15
28	Ammo Exp, avoid on 8+	14*
26	Shutdown, avoid on 10+	13*
25	-5 Movement Points	12
24	+4 Modifier to Fire	11
23	Ammo Exp, avoid on 6+	10*
22	Shutdown, avoid on 8+	9
20	-4 Movement Points	8*
19	Ammo Exp, avoid on 4+	7
18	Shutdown, avoid on 6+	6
17	+3 Modifier to Fire	5*
15	-3 Movement Points	4
14	Shutdown, avoid on 4+	3
13	+2 Modifier to Fire	2
10	-2 Movement Points	1
8	+1 Modifier to Fire	0
5	-1 Movement Points	