BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: King Crab KGC-009

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	Plasma Rifle	LA	10	10 [DE,H]	—	5	10	15
1	Light AC/5	LA	1	5 [DB,S]	—	5	10	15
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	Light AC/5	RA	1	5 [DB,S]	—	5	10	15
1	MML 7	LT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	MML 7	RT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	ECM Suite (Guardian)	HD	—	[E]	—	—	—	6

Ammo: (LAC/5) 40, (MML 7/LRM) 34, (MML 7/SRM) 14, (Plasma Rifle) 40

BV: 2,260

WARRIOR DATA

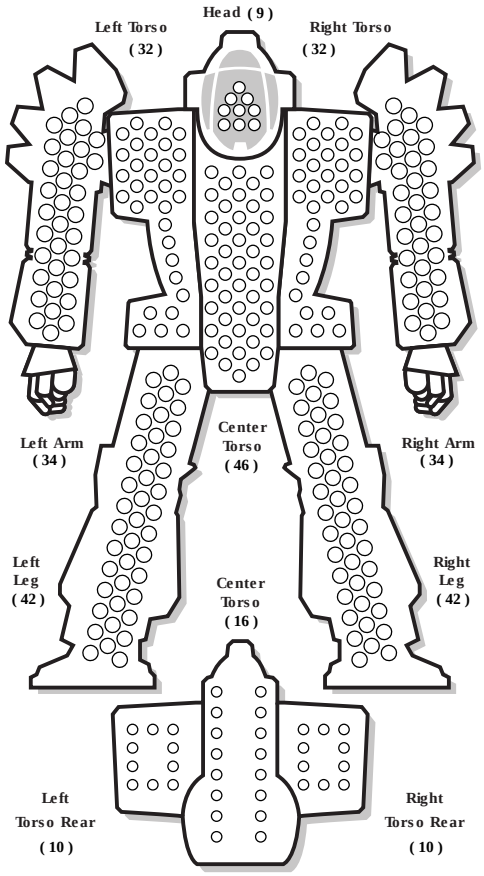
Name: _____

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

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

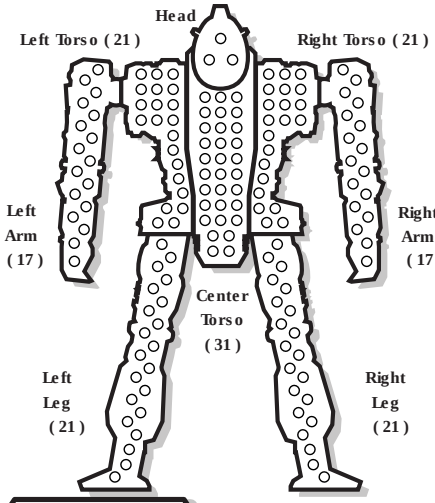
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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. Plasma Rifle (1-3)
4. Plasma Rifle (1-3)
5. Light AC/5 (1-3)
6. Light AC/5 (1-3)

1. Ammo (Plasma Rifle) 10 (4-6)
2. Ammo (Plasma Rifle) 10 (4-6)
3. Endo Steel (4-6)
4. Endo Steel (4-6)
5. Endo Steel (4-6)
6. Endo Steel (4-6)

Left Torso (CASE)

1. Double Heat Sink (1-3)
2. Double Heat Sink (1-3)
3. Double Heat Sink (1-3)
4. MML 7 (1-3)
5. MML 7 (1-3)
6. MML 7 (1-3)

1. MML 7 (4-6)
2. Medium Laser (4-6)
3. Ammo (MML 7/LRM) 17 (4-6)
4. Ammo (LAC/5) 20 (4-6)
5. CASE (4-6)
6. Roll Again (4-6)

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

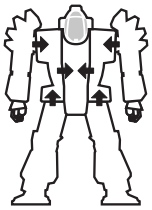
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. ECM Suite (Guardian)
6. ECM Suite (Guardian)

Center Torso

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

1. Heavy Duty Gyro (4-6)
2. Fusion Engine (4-6)
3. Fusion Engine (4-6)
4. Fusion Engine (4-6)
5. Endo Steel (4-6)
6. Endo Steel (4-6)

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Plasma Rifle (1-3)
4. Plasma Rifle (1-3)
5. Light AC/5 (1-3)
6. Light AC/5 (1-3)

1. Ammo (Plasma Rifle) 10 (4-6)
2. Ammo (Plasma Rifle) 10 (4-6)
3. Endo Steel (4-6)
4. Endo Steel (4-6)
5. Endo Steel (4-6)
6. Endo Steel (4-6)

Right Torso (CASE)

1. Double Heat Sink (1-3)
2. Double Heat Sink (1-3)
3. Double Heat Sink (1-3)
4. MML 7 (1-3)
5. MML 7 (1-3)
6. MML 7 (1-3)

1. MML 7 (4-6)
2. Medium Laser (4-6)
3. Ammo (MML 7/LRM) 17 (4-6)
4. Ammo (MML 7/SRM) 14 (4-6)
5. Ammo (LAC/5) 20 (4-6)
6. CASE (4-6)

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

HEAT DATA

Double Heat Sinks: 14 (28)

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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