

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: King Crab KGC-010

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10	—	6	12	18
				[DB,C/F/S]				
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	PPC	LT	10	10 [DE]	3	6	12	18
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	PPC	RT	10	10 [DE]	3	6	12	18
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (LB 10-X) 30, (LB 10-X Cluster) 30, (SRM 6) 30

BV: 2,181



WARRIOR DATA

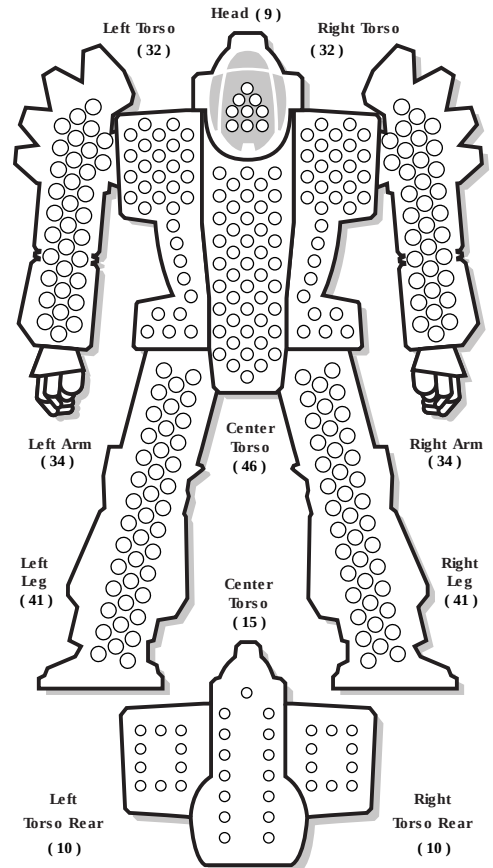
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

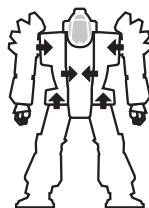
Standard Armor



CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. LB 10-X AC		4. Roll Again		4. LB 10-X AC
	5. LB 10-X AC		5. Sensors		5. LB 10-X AC
	6. LB 10-X AC		6. Life Support		6. LB 10-X AC
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. LB 10-X AC	1-3	1. Gyro	1-3	1. PPC
	2. LB 10-X AC		2. Fusion Engine		2. PPC
	3. LB 10-X AC		3. Fusion Engine		3. PPC
	4. Endo Steel		4. Fusion Engine		4. SRM 6
	5. Endo Steel		5. Roll Again		5. SRM 6
	6. Endo Steel		6. Roll Again		6. Ammo (LB 10-X Cluster) 10
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	1. Ammo (LB 10-X Cluster) 10	4-6	1. Hip
	2. Upper Leg Actuator		2. Ammo (LB 10-X Cluster) 10		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. Ammo (SRM 6) 15		3. Lower Leg Actuator
	4. Foot Actuator		4. CASE		4. Foot Actuator
	5. Endo Steel		5. Endo Steel		5. Endo Steel
	6. Endo Steel		6. Endo Steel		6. Endo Steel

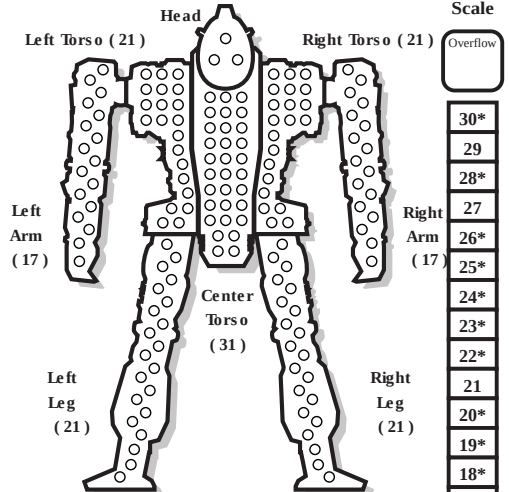
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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
26*
25*
24*
23*
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1
0