

'MECH RECORD SHEET

Type: King Crab KGC-000

Movement Points:	Tonnage: 100
Walking: 3	Tech Base: Inner Sphere
Running: 5	2743
Jumping: 0	E/D-F-D-D

Weapons & Equipment Inventory

Gty Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1 Autocannon/20	RT	7	20 [DB, S]	-	3	6	9
1 Large Laser	RT	8	8 [DE]	-	5	10	15
1 Autocannon/20	LT	7	20 [DB, S]	-	3	6	9
1 LRM-15	LT	5	1/m	6	7	14	21
Ammunition Type		Rounds					
LRM-15		8					
AC/20		10					

Cost: 10.022.000 C-Bills
+50.000 (ammo)

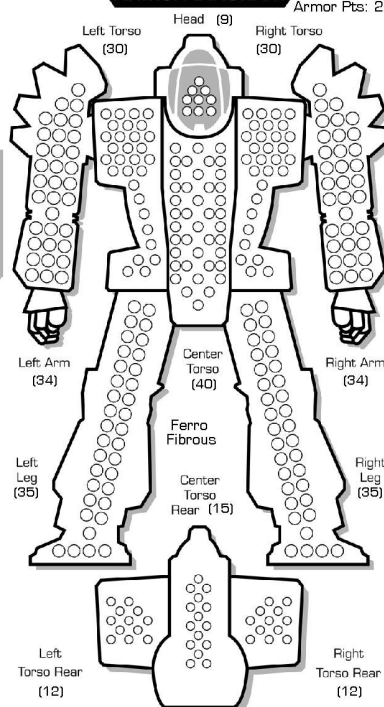
BV: 1.906
Weapon Heat (27)
Dissipation (15)

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Armor Pts: 286



Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

Attacker:	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Damage:	
Sensors	+2
Shoulder	+4
Arm Actuator (Each)	+1
Target:	
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Autocannon/20
- Autocannon/20

Center Torso

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Autocannon/20
- Autocannon/20

Left Torso (CASE)

- Autocannon/20
- Autocannon/20
- LRM-15
- LRM-15
- LRM-15
- Ammo (AC/20) 5

Right Torso (CASE)

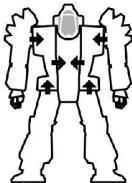
- Autocannon/20
- Autocannon/20
- Large Laser
- Large Laser
- Ammo (AC/20) 5
- CASE

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Ferro-Fibrous



Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Ferro-Fibrous

Diagram of a human figure with 15 regions labeled for anthropometric measurements. The regions are: Head, Left Torso (21), Right Torso (21), Left Arm (17), Right Arm (17), Left Leg (21), Right Leg (21), and Center Torso (31). To the right is a vertical scale from 17 to 30 inches.

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

Roll	Left	Fr/Bk	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

Roll	Left	Fr/Bk	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

Punch	+0	Punch	1/10t
Kick	-2	Kick	1/5t
* Hatchet	-1	Std	1/5t
* Sword	-2	Std	1/10t
* Blade	-2	Std	1/10t

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40

[illegible]