

BATTLETECH™

THREE-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: **GTC-1T Giant Crab**

Movement Points: _____ Tonnage: **100**
 Walking: **3** Tech Base: _____
 Running: **5** Clan ☒
 Jumping: **3** Inner Sphere ☒

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
—	ER SL	HD	2	5[DE]	0	2	4	6
2	Streak SRM-6	LT	4	2x6[C]	0	4	8	12
2	Streak SRM-6	RT	4	2x6[C]	0	4	8	12
—	LRM-20	LA	6	1x20[C5]	0	7	14	21
—	LRM-20	RA	6	1x20[C5]	0	7	14	21
—	Plasma Rifle	RT	10	10+HE	0	5	10	15
—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—
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Cost: _____ BV: _____

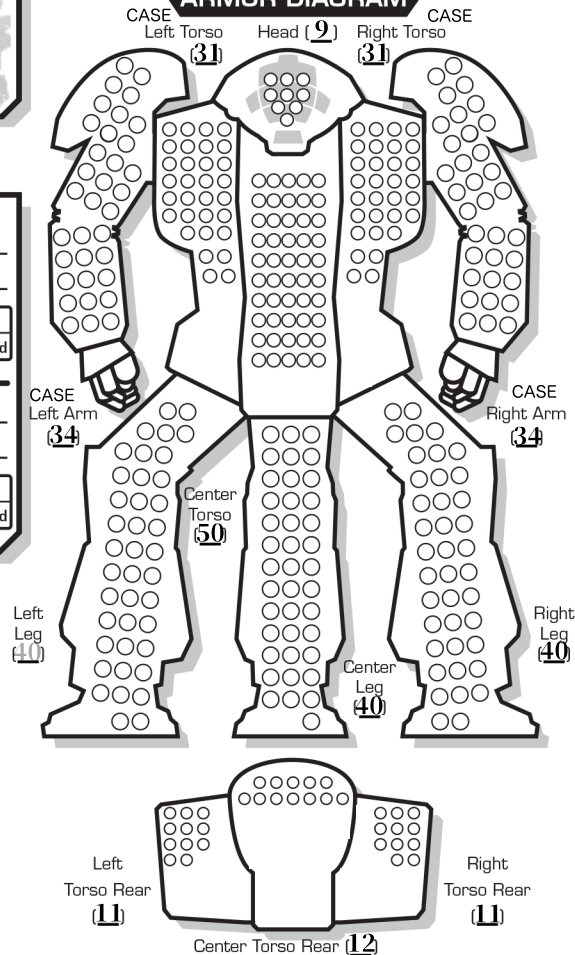
WARRIOR DATA

Pilot: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Consciousness#: 3 5 7 10 11 Dead

Gunner: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Consciousness#: 3 5 7 10 11 Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM-20
- LRM-20

1-3

- LRM-20
- LRM-20
- Artemist IV System @LRM-20[6]
-
-
-

4-6

Left Torso

- Engine
- Engine
- Jump Jet
- Streak SRM-6
- Streak SRM-6
- Streak SRM-6

1-3

- Streak SRM-6
- @Streak SRM6[15]
- Blood Hound Probe
- Blood Hound Probe
- Blood Hound Probe
-

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Tripod Cockpit
- ER SL
- Sensors
- Life Support

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- @Plasma Rifle[10]

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



Center Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM-20
- LRM-20

1-3

- LRM-20
- LRM-20
- Artemist IV System @LRM-20[6]
-
-
-

4-6

Right Torso

- Engine
- Engine
- Jump Jet
- Streak SRM-6
- Streak SRM-6
- Streak SRM-6

1-3

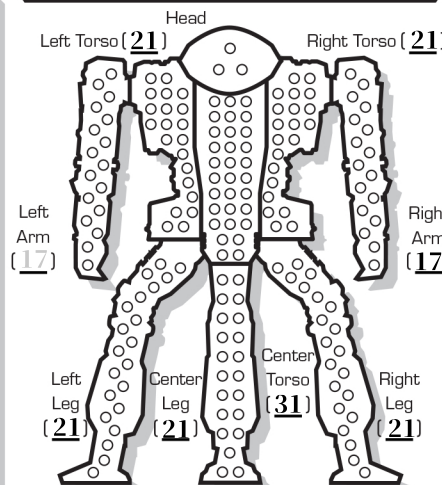
- Streak SRM-6
- @Streak SRM6[15]
- C3i
- C3i
- Plasma Rifle
- Plasma Rifle

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	15 (30)
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

Heat Scale
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