

BATTLETECH™

MISSIONS



Callsign: PenPal **Name:** Patrick Kramer **Faction:** Comstar

Mech: Crab CRB-27 **Pilot Skill:** 4 **Gunnery Skill:** 3

Pilot Special Abilities:

I Downloaded Sarna: Adds +1 to Determining Critical Hits rolls. If there is any “secret” information about a ‘mech’s layout (per scenario rules) you know it as soon as you can see it.

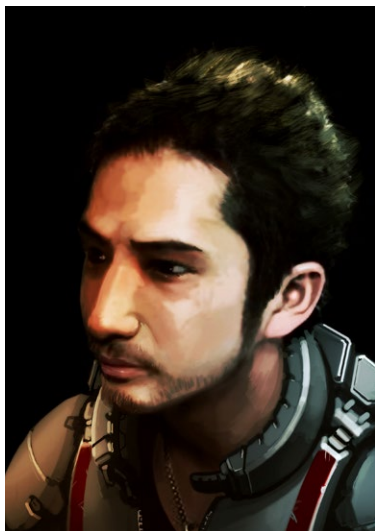
The Saboteur (x2): Twice per scenario, you may cause one of the following bad things to happen to an enemy ‘mech:

Bad Back: The ‘mech may not torso twist this turn

Busted Radiator: The ‘mech gains 5 heat this turn.

Ha Ha, Missed me!: Subtract one from an attack roll after the roll has been made.

Banana Peel: A single enemy PSR is made at +2. Must be played before the roll is made.



Background: Patrick Kramer (“Pen Pal”) is one of the few members of the company actually born on Earth. Patrick was originally trained as an Adept in Comstar, but left the organization when he found that some of the religious order’s “requirements” were not to his liking. He claims that his “ride” was stolen from a museum in Geneva, which would explain how a nearly extinct ‘mech like his existed anywhere. Most of his lancemates, however, believe that that story, like many of Patrick’s colorful tales, was entirely fabricated.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Crab CRB-27**

Movement Points: **Tonnage:** 50
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Era:** Star League
Jumping: 0

Weapons & Equipment Inventory (hexes)

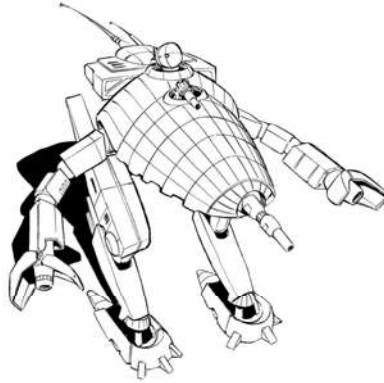
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Large Laser	LA	8	8 [DE]	—	5	10	15

Cost: **BV:** 1,198 **ADJ:** 1581

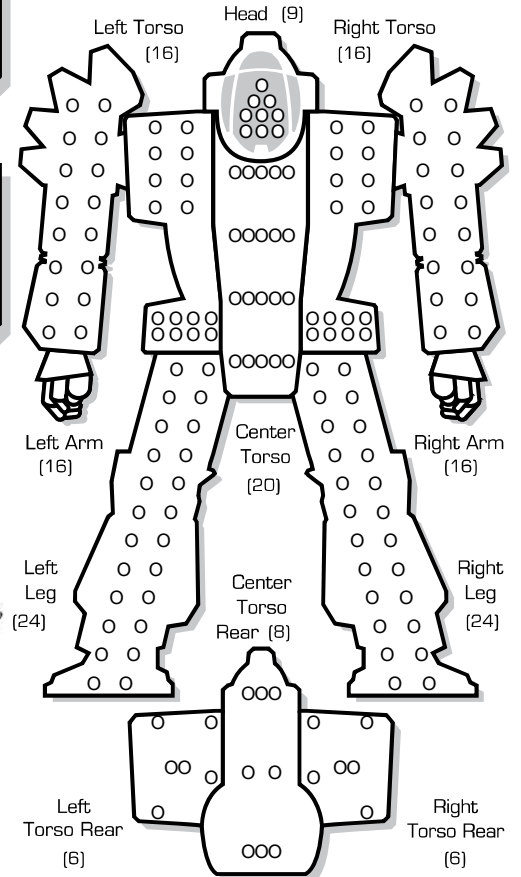
WARRIOR DATA

Name: Penpal
Gunnery Skill: 3 **Piloting Skill:** 4

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
- Large Laser
- Large Laser

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Laser
- Large Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

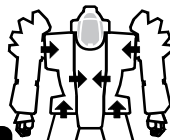
Right Torso

- Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

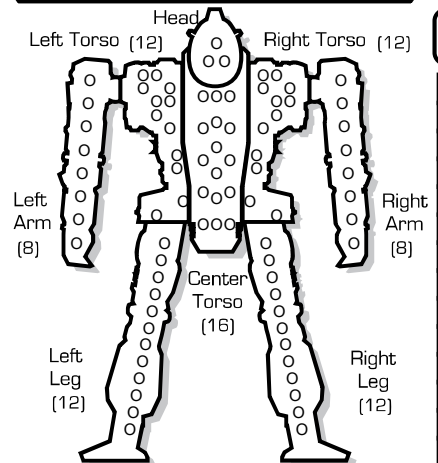
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (16)
30	Shutdown	Single
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	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	