

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 anywhwere. Most of his lancemates, however, believe that that story, like many of Patrick's colorful tales, was entirely fabricated.

NTTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Crab CRB-27

Movement Points:

Walking: 5 Tech Base: Inner Sphere Era: Star League 8 Running:

Tonnage:

50

Jumping:

Weapons & Equipment Inventory (hexes)

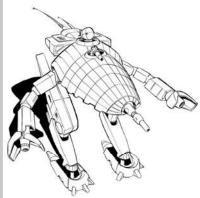
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	_	1	2	3
1	Medium Laser	CT	3	5 (DE)	_	3	6	9
1	Large Laser	RA	8	8 [DE]	_	5	10	15
	Large Laser	LA	8	8 įDEį	_	5	10	15
	3							

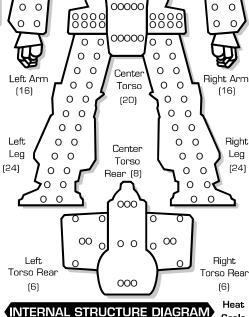
Cost: **BV**: 1,198

WARRIOR DATA

Name: Penpal Gunnery Skill: _3 Piloting Skill: 4

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





ARMOR DIAGRAM

Head (9)

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Right Torso

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0 0

> 0 0

0

0

0

0

0

Scale

30*

29

28*

27

2

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Right Torso (12)

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[16]

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0 0

Left Torso

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0 0

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0 0

0

O 0

0

[16]

0 0

0 0

0 0

0 0

CRITICAL HIT TABL

Left Arm

- 1. Shoulder
- Upper Arm Actuator
 - 3. Lower Arm Actuator
- 1-3 4 **Hand Actuator**
 - 5. Large Laser
 - 6. Large Laser
 - 1. Roll Again
 - 2. Roll Again
- 4-6 4. Roll Again 3. Roll Again
- Roll Again
 - 6. Roll Again

Left Torso

- 1. Heat Sink
- 2. Ferro-Fibrous
- Ferro-Fibrous 1-3 4. Ferro-Fibrous
 - Ferro-Fibrous
 - 6. Ferro-Fibrous

 - Ferro-Fibrous 2. Ferro-Fibrous
- 4-6 3. Roll Again Roll Again
 - Roll Again 6. Roll Again

Left Leg

- 1. Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink

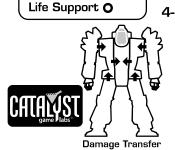
Head

- 1. Life Support
- Sensors
- 3 Cockpit Small Laser
- Sensors 5.
- Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine **Fusion Engine**
- 1-3 ₄ Gyro
 - 5. Gyro 6.
 - Gyro
 - Gyro 1. 2.
- **Fusion Engine Fusion Engine**
- 4-6 4.
 - **Fusion Engine**
 - Medium Laser Roll Again

Engine Hits OOO Gyro Hits OO Sensor Hits OO



Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator 3 Lower Arm Actuator
- 1-3 4 | Large Laser
 - 5. Large Laser
 - 6. Roll Again

 - 1. Roll Again
 - 2. Roll Again
- **4-6** 4. Roll Again 3. Roll Again
 - - 5. Roll Again
 - 6. Roll Again

- 2. Ferro-Fibrous
- 1-3 3. Ferro-Fibrous

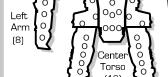
 - 6. Ferro-Fibrous
 - 1. Ferro-Fibrous
 - 2. Ferro-Fibrous

 - Roll Again

Right Leg

- 2. Upper Leg Actuator

0



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Left Torso (12)

0

0

8

+1 Modifier to Fire

-1 Movement Points

Right Torso

- 1. Heat Sink
- 3. Ferro-Fibrous
- - 5. Ferro-Fibrous
- **4-6** 3. Roll Again Roll Again

 - 6. Roll Again

- 6. Heat Sink
- 1. Hip
- Foot Actuator
- Lower Leg Actuator
- 5. Heat Sink
- 0 26 Right Arm 25' 24 23 22, (16)21 Left. Right 20' Leg Lea 19 [12] 18* 17* 16 HEAT DATA 15* Heat Sinks: Heat 14 Level* 16 (16) Effects 13* Shutdown 30 Single 12 Ammo Exp. avoid on 8+ 00 28 Shutdown, avoid on 10+ -5 Movement Points 11 00 10* 00 +4 Modifier to Fire 00 9 Ammo Exp. avoid on 6+ 00 Shutdown, avoid on 8+ 8* -4 Movement Points 00 7 Ammo Exp. avoid on 4+ 0 6 Shutdown, avoid on 6+ 0 +3 Modifier to Fire 5* 0 -3 Movement Points 4 0 Shutdown, avoid on 4+ +2 Modifier to Fire 3 13 -2 Movement Points

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