TTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA'

Type: Hunchback HBK-2

Movement Points: Walking:

Tonnage: Tech Base: Inner Sphere Rules Level: Introductory

Running: Jumping:

Type Medium Laser

AC/20 AC/20

Weapons & Equipment Inventory

CT RT

3 7 7

[hexes]

Loc Ht Dmg 5 [DE] 20 [DB,S] 20 [DB,S]

Min Sht Med Lng

Ammo: (AC/20) 10

Cost: 2,852,000 C-bills

BV: 812

WARRIOR DATA

Gunnery Skill: Piloting Skill:

Hits Taken Consciousness #

1 1 2 3 4 5 6 7 10 11 Dead 3 5



Head (8) Left Torso Right Torso [12] [12] 0 000 000 0 0000 00 0000 0 0 00 0 0 0 000 0 0 0 0 0000 000 0 0 0000 000 000 000 Center Left Arm Right Arm Torso [6] (6) [18] 00 00 00000 00000 Left Right Leg (12) Center [12] 00 00 (4) 00 00 0 0 0 0 Left Right 0 0 Torso Rear Torso Rear [3] [3]

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

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

Left Torso

- 1.[AC/20
- 2. AC/20
- 1-3 3 AC/20 AC/20
- - 5. AC/20
 - 6. AC/20
 - 1. AC/20
 - 2 AC/20
- 4-6 3 AC/20 AC/20
 - 5. Ammo (AC/20) 5
 - 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Roll Again

Head

- 1. Life Support

- 6. Life Support

- 2. Fusion Engine
- - 1. Gyro
- 4-6 3. Fusion Engine 4. Fusion Engine

 - 6. Roll Again

Gyro Hits OO Sensor Hits 00

Life Support O

- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors

Center Torso

- 1. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro
- - 5. Gyro
 - 6. Gyro

 - 2. Fusion Engine
- - 5. Medium Laser

Engine Hits 000



Diagram

Right Arm

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

Right Torso

- 1.[AC/20
- 2. AC/20
- 1-3 3. AC/20 AC/20 5. AC/20
 - 6. AC/20
 - AC/20 1 AC/20 2
- 3. AC/20 4-6 4.LAC/20
 - 5. Ammo (AC/20) 5
 - 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator 5. Heat Sink
- 6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Heat

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

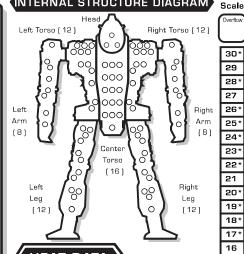
5*

4

3

2

1



HEAT DATA Heat Sinks Heat Level* Effects 30 Shutdown 28 Ammo Exp. avoid on 8+ 26 Shutdown, avoid on 10+ -5 Movement Points 25 О 24 +4 Modifer to Fire 23 Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points Ammo Exp. avoid on 4+ Ŏ 18 Shutdown, avoid on 6+ +3 Modifer to Fire ŏ 17 -3 Movement Points 15 Shutdown, avoid on 4-14 +2 Modifer to Fire 13 -2 Movement Points 10

+1 Modifer to Fire

-1 Movement Points