MECH RECORD SHEET

'MECH DATA

Type: Hunchback HBK-4G

Movement Points: Tonnage: 50 Walking: Tech Base: Inner Sphere

Running: 6 3070 E/X-X-E-D Jumping:

Weapons & Equipment Inventory

ı									
	Qt	у Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng
ı	1	Small Laser	HD	1	3 [DE]	_	1	2	3
ı	2	Medium Laser	CT	3	5 [DE]	-	3	6	9
	1	LB 20-X AC	RT	6	20 [DB, C/S/	- F]	4	8	12
ı	Δm	munition Type		Ro	unde				

LB 20-X (Cluster) LB 20-X (Slug)

Cost: 4,388,875 C-Bills +54,000 (ammo)

BV: 1,300 Weapon Heat (13) Dissipation (20)

WARRIOR DATA

Gunnery Skill: 4 Piloting Skill: 5

Hits Taken 1 2 3 4 5 6 sciousness# 3 5 7 10 11 Deac

Right Arm

Hand Actuator

Endo-Steel

Endo-Steel

Endo-Steel

Endo-Steel

Endo-Steel

1. FLB 20-X AC

LB 20-X AC

Right Torso

Upper Arm Actuator

Lower Arm Actuator

1. Shoulder

5

6. Endo-Steel

1. Endo-Steel

5

6. Roll Again

4-6 4.

1-3 3.

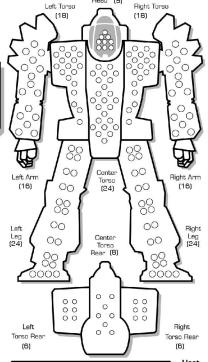
5.

6.

2

5.

6. Roll Again



ARMOR DIAGRAM Armor Pts: 169

Head (9)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
 Hand Actuator
- Hand Actuator
 - Endo-Steel 6. Endo-Steel
 - Endo-Steel 1.
- Endo-Steel
- 4-6 3. 3. Endo-Steel Endo-Steel
- Endo-Steel
 - 6. Roll Again

Left Torso (CASE)

- Roll Again Ammo (LB 20 X Slug) 5
- 1-3 3. Roll Again 4. Ammo (LB 20 X Cluster) 5
 - 6. Roll Again

 - 2. Double Heat Sink
- 3. LDouble Heat Sink 4-6
 - Double Heat Sink
 - LDouble Heat Sink

Left Leg

- Hip Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Jump Jet Jump Jet

Head

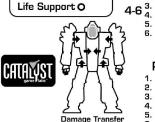
- 1. Life Support
- Sensors 3. Cockpit
- Small Laser
- 6. Life Support

Center Torso

- 1. Fusion Engine
- Fusion Engine
 Fusion Engine 1-3 3.
- Gyro
 - 5. Gyro
 - 6. Gyro
 - Gyro
- 2. Fusion Engine
 4-6 4. Fusion Feet
 - 5. Medium Laser
 - Medium Laser

Engine Hits OOO Gyro Hits O O

Sensor Hits O O Life Support O



Diagram

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Right Leg

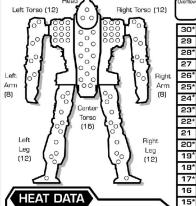
- 6.

- Lower Leg Actuator
- Foot Actuator

- Hip Upper Leg Actuator

- Jump Jet Jump Jet

INTERNAL STRUCTURE DIAGRAM



1	ALL TAUA	
Heat		Heat Sinks:
Level*	Effects	10 (20)
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	8
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	000
22	Shutdown, avoid on 8+	0
20	4 Movement Points	0
19	Ammo Exp. avoid on 4+	Ò
18	Shutdown, avoid on 6+	Õ
17	+3 Modifier to Fire	ŏ
15	–3 Movement Points	ŏ
14	Shutdown, avoid on 4+	×
13	+2 Modifier to Fire	Ö

–2 Movement Points +1 Modifier to Fire -1 Movement Points

14*

13*

12

11

10*

9

8* 7

6 5*

4

3

2

1

Scale

LΔ 4 RΔ RΔ 5 RA LA RL RL 6 LL RT RT 7 LT CT 8 CT LT CT 9 RT LT LL 10 RA LA LA 11 RL LA LL 12 HD HD HD TO HIT MODIFIERS

HIT LOCATION CHART

Fr/Bk

RA

CT (C) RT (C)

Right

RL

Left

LL

LT (C)

Roll

2

3

TO THE MODIFICATI	
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
Prone:	
Adjacent	-2
Not Adjacent	+1
Range:	
Short	+0
Medium	+2
Long	+4
	_

PUNCH CHART

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

KICK CHART

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

PHYSICAL ATTACKS

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
* Add	+4 to	pick table	

CLUSTER HITS

	3	4		_6		9	10	12	15	20	30	40
1	1	1	1	2	2	3	3	4	5	6	10	12
1	1	2	2	2	2	3	3	4	5	6	10	12
1	1	2	2	3	3	4	4	5	6	9	12	18
1	2	2	3	3	4	5	6	8	9	12	18	24
1	2	2	3	4	4	5	6	8	9	12	18	24
1	2	3	3	4	4	5	6	8	9	12	18	24
2	2	3	3	4	4	5	6	8	9	12	18	24
2	2	3	4	5	6	7	8	10	12	16	24	32
2	3	3	4	5	6	7	8	10	12	16	24	32
2	3	4	5	6	7	9	10	12	15	20	30	40
2	3	4	5	6	7	9	10	12	15	20	30	40
	1 1 1 1 1 2 2 2 2	1 1 1 1 2 2 2 2 3 3	1 1 1 1 1 1 1 1 1 1 1 1 2 2 1 1 2 2 2 1 1 2 2 3 2 2 3 2 2 3 2 3	1 1 1 1 1 1 1 1 1 1 1 1 1 2 2 2 1 1 1 2 2 3 3 1 1 2 2 3 3 3 4 2 2 3 3 4 5	1 1 1 1 2 2 3 3 1 4 1 1 2 2 3 3 3 4 5 5 6	1 1 1 1 2 2 1 1 1 2 2 1 1 1 2 2 2 2 1 1 1 2 2 3 3 4 4 4 1 1 2 2 3 3 4 4 4 4 1 2 2 3 3 4 4 4 4 1 2 2 3 3 4 4 5 6 2 3 3 4 5 6 7	1 1 1 1 2 2 3 3 1 4 5 1 2 2 3 3 4 4 5 6 7 9	1 1 1 1 1 2 2 3 3 3 1 1 1 2 2 2 2 3 3 3 1 1 1 2 2 3 3 3 4 5 6 1 2 2 3 3 3 4 4 5 6 1 2 3 3 3 4 4 5 6 1 2 3 3 4 4 5 6 1 2 2 3 3 3 4 4 5 6 2 2 3 3 4 5 6 7 8 2 3 3 4 5 6 7 8 2 3 3 4 5 6 7 8 2 3 3 4 5 6 7 9 10	1 1 1 1 2 2 3 3 4 4 1 1 2 2 2 3 3 4 4 5 1 1 2 2 3 3 4 4 5 6 8 1 2 2 3 3 4 4 5 6 8 1 2 2 3 3 4 4 5 6 8 1 2 3 3 4 4 5 6 8 1 2 3 3 4 4 5 6 8 1 2 3 3 4 5 6 7 8 10 2 3 4 5 6 7 9 10 12	1 1 1 1 2 2 2 3 3 4 5 1 1 2 2 2 2 3 3 4 5 6 1 2 2 3 3 4 4 5 6 8 9 1 2 2 3 3 4 4 5 6 8 9 1 2 3 3 4 4 5 6 8 9 2 2 3 3 4 4 5 6 8 9 2 2 3 3 4 4 5 6 8 9 2 2 3 3 4 4 5 6 8 9 2 2 3 3 4 4 5 6 8 9 2 2 3 4 5 6 7 8 10 12 2 3 4 5 6 7 8 10 12 2 3 4 5 6 7 9 10 12 15	1 1 1 1 1 2 2 3 3 4 5 6 1 1 2 2 2 3 3 4 5 6 9 1 2 2 3 3 4 4 5 6 8 9 12 1 2 2 3 3 4 5 6 8 9 12 1 2 2 3 3 4 4 5 6 8 9 12 1 2 3 3 4 4 5 6 8 9 12 2 2 3 3 4 4 5 6 8 9 12 2 2 3 3 4 4 5 6 8 9 12 2 2 3 3 4 5 6 7 8 10 12 16 2 3 4 5 6 7 8 10 12 16 2 3 4 5 6 7 9 10 12 15 20 <td>1 1 1 1 2 2 2 3 3 4 5 6 10 1 1 2 2 2 3 3 4 5 6 9 12 1 2 2 3 3 4 4 5 6 9 12 18 1 2 2 3 3 4 5 6 8 9 12 18 1 2 3 3 4 4 5 6 8 9 12 18 2 2 3 3 4 4 5 6 8 9 12 18 2 2 3 3 4 4 5 6 8 9 12 18 2 2 3 3 4 4 5 6 8 9 12 18 2 2 3 3 4 5 6 7 8 10 12 16 24 2 3 4 5 6 7 8 10 12 16 24 2 3 4 <</td>	1 1 1 1 2 2 2 3 3 4 5 6 10 1 1 2 2 2 3 3 4 5 6 9 12 1 2 2 3 3 4 4 5 6 9 12 18 1 2 2 3 3 4 5 6 8 9 12 18 1 2 3 3 4 4 5 6 8 9 12 18 2 2 3 3 4 4 5 6 8 9 12 18 2 2 3 3 4 4 5 6 8 9 12 18 2 2 3 3 4 4 5 6 8 9 12 18 2 2 3 3 4 5 6 7 8 10 12 16 24 2 3 4 5 6 7 8 10 12 16 24 2 3 4 <

Turn	IVIove	Hexes	Mod	Prev	Move	Weap	Other	lotal	Sink	Level	Notes
										·	
	Turn	Turn Move	Turn Niove Hexes	Turn Move Hexes Mod	Turn Move Hexes Mod Prev	Turn Move Hexes Mod Prev Move	Turn Move Hexes Mod Prev Move Weap	Turn Move Hexes Mod Prev Move Weap Other Comparison of the Comp	Turn Move Hexes Mod Prev Move Weap Utner Total	Turn Nove Hexes Nod Prev Move Weap Utner Total Sink	Turn Move Hexes Mod Prev Move Weap Utner Total Sink Level