

'MECH RECORD SHEET

Type: Hunchback HBK-4G

Movement Points:	Tonnage: 50
Walking: 4	Tech Base: Inner Sphere
Running: 6	3070
Jumping: 4	E/X-X-E-D

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	-	1	2	3
2	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	LB 20-X AC	RT	6	20	-	4	8	12

Ammunition Type	Rounds
LB 20-X (Cluster)	10
LB 20-X (Slug)	10

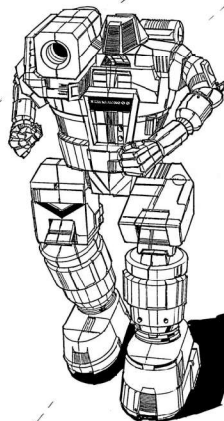
Cost: 4,388,875 C-Bills
+108,000 [ammo]

BV: 1,382
Weapon Heat (13)
Dissipation (20)

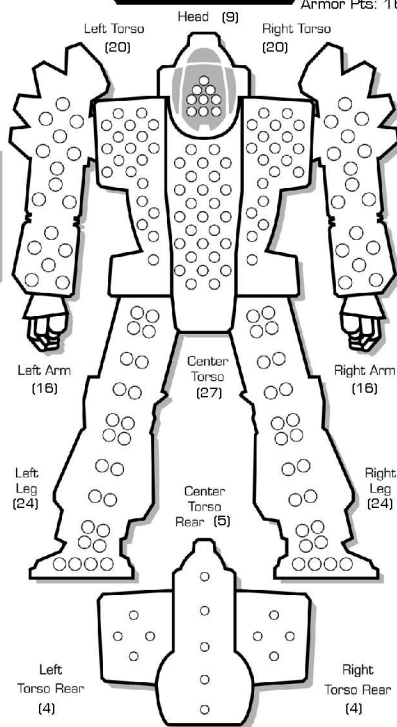
Name: _____

Gunnery Skill: 4 Piloting Skill: 5

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



Armor Pts: 169



Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

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

Left Arm

- 1-3**
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Endo-Steel
 6. Endo-Steel

- 4-6
1. Endo-Steel
 2. Endo-Steel
 3. Endo-Steel
 4. Endo-Steel
 5. Endo-Steel
 6. Roll Again

Left Torso (CASE)

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

- 4-6
1. Double Heat Sink
 2. Double Heat Sink
 3. Double Heat Sink
 4. Double Heat Sink
 5. Double Heat Sink
 6. Double Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso

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

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

Right Arm

1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **Hand Actuator**
5. Endo-Steel
6. Endo-Steel

- 4-6
1. Endo-Steel
 2. Endo-Steel
 3. Endo-Steel
 4. Endo-Steel
 5. Endo-Steel
 6. Roll Again

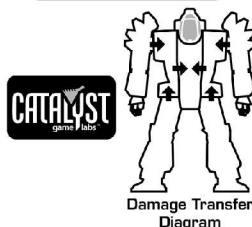
Right Torso

- 1-3
1. LB 20-X AC
 2. LB 20-X AC
 3. LB 20-X AC
 4. LB 20-X AC
 5. LB 20-X AC
 6. LB 20-X AC

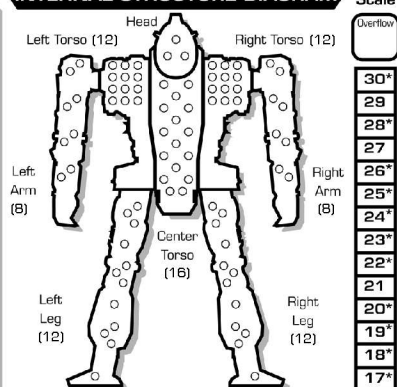
- 4-6
1. LB 20-X AC
 2. LB 20-X AC
 3. LB 20-X AC
 4. LB 20-X AC
 5. LB 20-X AC
 6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks 10 (20) Double
30	Shutdown	
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	

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CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40