**MECH RECORD SHEET** 

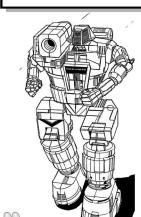
## 'MECH DATA

Type: Hunchback HBK-4G-MDO

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

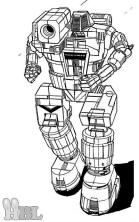
Running: 6 3070 Jumping: E/X-X-E-D

Weapons & Equipment Inventory (hexes) Qty Type Min Sht Med Lng Loc Ht Dmg



WARRIOR DATA

Gunnery Skill: 4 Piloting Skill: 5 Hits Taken 1 2 3 4 5 6 sciousness# 3 5 7 10 11 Dea



Cost: 3,269,500 C-Bills +0 (ammo)

# CRITICAL HIT TABLE

### Left Arm

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

## Left Torso

- rDouble Heat Sink Double Heat Sink
- LDouble Heat Sink
- 1-3 3. Roll Again
  - Roll Again 6. Roll Again
  - Roll Again
  - 1. 2. Roll Again
- Roll Again 4-6 Endo-Steel
  - Endo-Steel
  - 6. Endo-Steel

# Left Leg

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

## Head

BV: 743 Weapon Heat (0)

Dissipation (20)

- 1. Life Support
- Sensors 3. Cockpit
- 4. Endo-Steel
- 6. Life Support

### Center Torso

- 1. Fusion Engine 2
- Fusion Engine Fusion Engine
- 1-3 <sup>3.</sup> Gyro
  - 5. Gyro
  - 6. Gyro
  - 1. Gyro 2 Fusion Engine Fusion Engine
- 4-6 <del>4</del>.
  - Fusion Engine 5. Endo-Steel
  - 6. Endo-Steel

Engine Hits OOO Gyro Hits O O Sensor Hits O O



- Endo-Steel

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

# INTERNAL STRUCTURE DIAGRAM Right Arm

នោ

Left

Leg

(12)

Torso Rea

(5)

Left Torso (12)

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

# **Right Torso**

- 1. FDouble Heat Sink
- Double Heat Sink Double Heat Sink
- 3. 4. 1-3
  - Roll Again
  - Roll Again
  - 6. Roll Again
  - Roll Again
  - 1. 2. Roll Again
  - Roll Again
  - 4. Endo-Steel
  - 5. Endo-Steel
  - 6.

# Right Leg

- Jump Jet

### Heat Level' Effects

**HEAT DATA** 

- Shutdown Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points 28 25
- +4 Modifier to Fire Ammo Exp. avoid on 6+ Shutdown, avoid on 8+

  4 Movement Points

  Ammo Exp. avoid on 4+
- 20 19 18 17 15 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points
- 14 13 10 Shutdown, avoid on 4+ +2 Modifier to Fire
- –2 Movement Points
- +1 Modifier to Fire

-1 Movement Points

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Damage Transfer

Diagram

Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes
							,				

# HIT LOCATION CHART

ARMOR DIAGRAM Armor Pts: 165

98

Center

(24)

Center Torso Rear (6)

0

0 0

0 0

Cente

(16)

0

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0

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0

Right Torso (12)

Right

Leg

Heat Sinks:

10 (20)

Double

000000000

88

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00 88 000

Right Arm

Right

Leg (24)

Right

Torso Rear

(5)

Scale

30\*

29

28\*

27

26\*

25\*

24

23\*

55,

21

20\*

19\*

18\*

17'

16

15\*

14\*

13\*

12

11

10\*

9

8\*

7

6 5\*

4

3

2

1

Right Torso

(18)

Head (9)

Left Torso

(18)

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Left, Arm

Leg (24)

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

## TO HIT MODIFIERS

IO HILI MODIFIER	
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
	<b>=</b>

# **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	11	LL	RI						

# 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**

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
2 3 4 5 6 7 8	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