

'MECH RECORD SHEET

Type: Hunchback HBK-4G-MSb

Movement Points:	Tonnage: 50
Walking: 4	Tech Base: Inner Sphere
Running: 6	3070
Jumping: 0	E/X-X-E-D

Weapons & Equipment Inventory

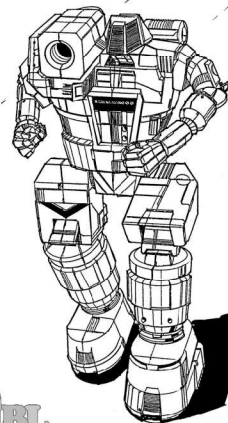
Gty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2 [DE, H/A]	-	1	2	3
1	Weird PPC	LT	5	5 [DE/Chrg]	3	6	12	18
4	Medium Laser	RA	3	5 [DE]	-	3	6	9
4	Medium Laser	RA	3	5 [DE]	-	3	6	9

Cost: 3,663,250 C-Bills
+0 (ammo)

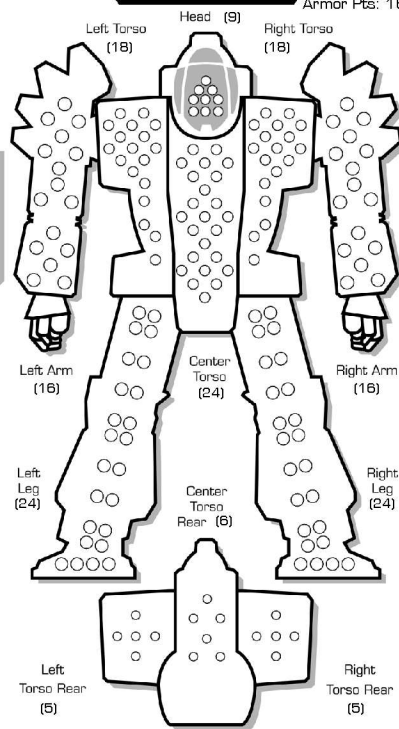
BV: 1,812 (Base: 1,373)
Weapon Heat [32]
Dissipation [36]

Name: Numba II
Matthew
Gunnery Skill: 3 **Piloting Skill:** 4

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



Armor Pts: 165



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. | Medium Laser |
| | 4. | Medium Laser |
| | 5. | Medium Laser |
| 4-6 | 6. | Double Heat Sink |
| | 1. | Double Heat Sink |
| | 2. | Double Heat Sink |
| | 3. | Roll Again |
| | 4. | Roll Again |
| | 5. | Roll Again |
| | 6. | Medium Laser |

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

Right Arm

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. Medium Laser
 4. Medium Laser
 5. Medium Laser
 6. Double Heat Sink
- 4-6
1. Double Heat Sink
 2. Double Heat Sink
 3. Double Heat Sink
 4. Double Heat Sink
 5. Double Heat Sink
 6. Medium Laser

Left Torso

- 1-3

 - 1. [Weird PPC
 - 2. [Weird PPC
 - 3. [Weird PPC
 - 4. [Double Heat Sink
 - 5. [Double Heat Sink
 - 6. [Double Heat Sink

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

Right Torso

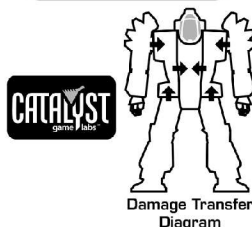
- 1-3
1. Double Heat Sink
 2. Double Heat Sink
 3. Double Heat Sink
 4. Double Heat Sink
 5. Double Heat Sink
 6. Double Heat Sink
- 4-6
1. Double Heat Sink
 2. Double Heat Sink
 3. Double Heat Sink
 4. Double Heat Sink
 5. Double Heat Sink
 6. Double Heat Sink

Left Leg

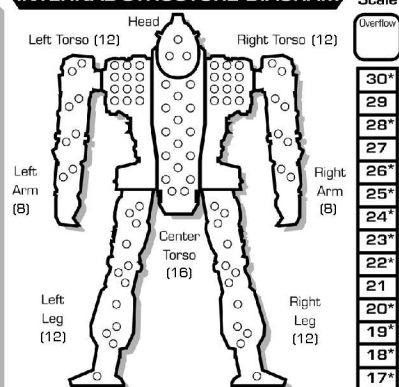
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 18 (36) 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	

Heat
Scale

Scale Overflow	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
	0

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

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

[illegible]