MECH RECORD SHEET

'MECH DATA

Type: Hunchback HBK-4G-MSb

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

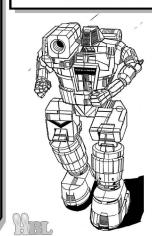
Running: 6 3070 E/X-X-E-D Jumping: 0

Weapons & Equipment Inventory (hexes)

GL	y iype	LUC	110	Dillig		GIIL	IVICU	ш,
1	Flamer	CT	3	2 IDE, H/AI1	-	1	2	3
1	Weird PPC	LT	5	5 [DE/Chrg] 3	6	12	1
4	Medium Laser	RA	3	5 [DE]	-	3	6	9
4	Medium Laser	LA	3	5 [DE]	-	3	6	9

Cost: 3,663,250 C-Bills +0 (ammo) BV: 1,812 (Base: 1,373) Weapon Heat (32) WARRIOR DATA Name: Numba II
Matthew

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



Right Arm

Medium Laser

Medium Laser

Medium Laser

Double Heat Sink

Double Heat Sink

LDouble Heat Sink

LDouble Heat Sink

Right Torso

Double Heat Sink

Double Heat Sink 1-3 3. -Double Heat Sink

Double Heat Sink

1. | Double Heat Sink

3. rDouble Heat Sink

6. Medium Laser

Upper Arm Actuator

1. Shoulder

1-3 3.

4-6 4.

5

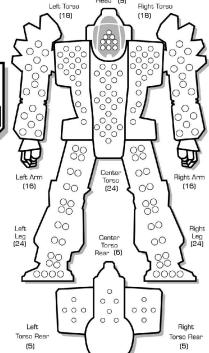
6.

1.

5

5.

6



ARMOR DIAGRAM Armor Pts: 165

Head (9)

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
 - Medium Laser 6 Double Heat Sink
 - Double Heat Sink 1.
 - L_{Double Heat Sink}
- 4-6 3. Roll Again Roll Again
- - Roll Again
 - 6. Medium Laser

Left Torso

- rWeird PPC
- Weird PPC
- 1-3 3. LWeird Pro 4. [Double Heat Sink
 - 6 LDouble Heat Sink

 - Double Heat Sink
- L_{Double Heat Sink} 4-6
 - Double Heat Sink
 - LDouble Heat Sink

Left Leg

- Hip Upper Leg Actuator Lower Leg Actuator
- Foot Actuator
- Roll Again Roll Again

Head

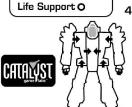
Dissipation (36)

- 1. Life Support
- Sensors
- 3 Cockpit
- Roll Again
- 6. Life Support

Center Torso

- 1. Fusion Engine 2
- Fusion Engine Fusion Engine 1-3 4.
- Gyro 5. Gyro
 - 6. Gyro
 - 1. Gyro
- 2. Fusion Engine 3. Fusion Engine
- 4-6 ⁶. Fusion Engine
 - 5. Flamer 6. Roll Again
 - Engine Hits OOO

Gyro Hits O O Sensor Hits O O



Damage Transfer

Diagram

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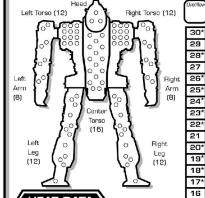
Double Heat Sink

- 2. L_{Double Heat Sink} 4
- Double Heat Sink
- 6. LDouble Heat Sink

Right Leg

- Hip Upper Leg Actuator
- Lower Leg Actuator Foot Actuator
- 6. Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

	AI DAIA	$\overline{}$
Heat		Heat Sinks:
Level*	Effects	18 (36)
30	Shutdown	Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	- 00
25	-5 Movement Points	ÖÖ
24	+4 Modifier to Fire	ÕÕ
23	Ammo Exp. avoid on 6+	00
22	Shutdown, avoid on 8+	00
20	-4 Movement Points	ÓÓ
19	Ammo Exp. avoid on 4+	ÕÕ
18	Shutdown, avoid on 6+	~~
17	+3 Modifier to Fire	88
15	–3 Movement Points	90
14	Shutdown, avoid on 4+	Ŏ
13	+2 Modifier to Fire	0
10	_2 Movement Points	

- –2 Movement Points+1 Modifier to Fire

-1 Movement Points

CLUSTED HITS

3 +0 Punch 1/10t Punch 2

1/5t Kick -2 Kick 1/5t *Hatchet -1 Std *Sword -2 Std 1/10t *Blade -2 Std 1/10t

* Add +4 to pick table

ı	Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes
١												
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CLUSIER HIIS													
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	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

HIT	LOCAT	ION CH	IART
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

TO HIT MODIFIERS

LA

HD

LL

HD

RL

HD

11

12

Scale

15*

14*

13*

12

11

10*

9

8* 7

6

5* 4

1

TO THE MODILIE	<u>.</u>
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
	=

ΡI	IN	CH	CH	ΔRT

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