

## 'MECH RECORD SHEET

## Type: Hunchback HBK-4G-MDO

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

## Weapons &amp; Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
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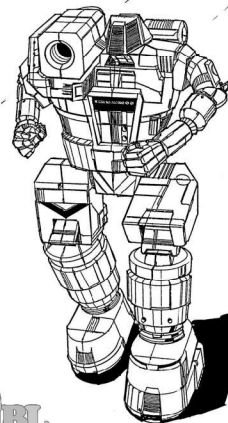
**Cost:** 3,269,500 C-Bills  
+0 (ammo)

BV: 743  
Weapon Heat (0)  
Dissipation (20)

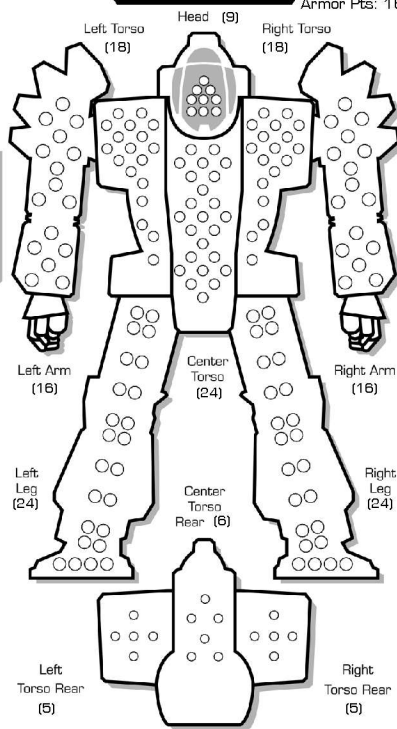
## Name: \_\_\_\_\_

**Gunnery Skill: 4      Piloting Skill: 5**

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



## Armor Pts: 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. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

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

### Left Torso

- 1-3**
1. Double Heat Sink
  2. Double Heat Sink
  3. Double Heat Sink
  4. Roll Again
  5. Roll Again
  6. Roll Again

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

### 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. Endo-Steel
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 En
  3. Fusion En
  4. Fusion En
  5. Endo-Steel
  6. Endo-Steel

### Right Arm

1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **Hand Actuator**
5. Roll Again
6. Roll Again

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

### Right Torso

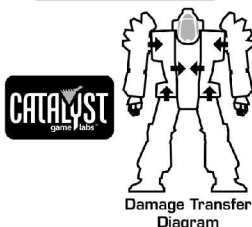
- 1-3
1. Double Heat Sink
  2. Double Heat Sink
  3. Double Heat Sink
  4. Roll Again
  5. Roll Again
  6. Roll Again

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

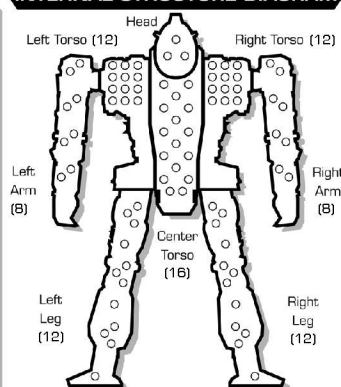
### Right Leg

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

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



## Heat



## 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	

**Heat Sinks:**  
10 (20)  
Double

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[illegible]

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