

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

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 (hexes)

| 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 |
| | | | | [DB, C/S/F] | | | | |

| Ammunition Type | Rounds |
|-------------------|--------|
| LB 20-X (Cluster) | 5 |
| LB 20-X (Slug) | 5 |

Cost: 4,388,875 C-Bills
+54,000 (ammo)

BV: 1,300
Weapon Heat (13)
Dissipation (20)

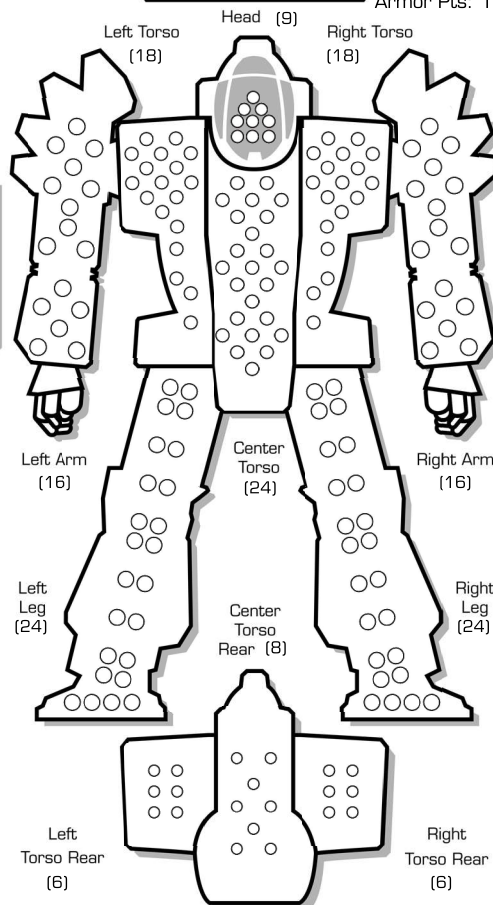
WARRIOR DATA

Name:
Gunnery Skill: 4 Piloting Skill: 5

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

ARMOR DIAGRAM

Armor Pts: 169



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo-Steel
- Endo-Steel

- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Roll Again

Left Torso (CASE)

- Ammo (LB 20 X Slug) 5
- Ammo (LB 20 X Cluster) 5
- CASE
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo-Steel
- Endo-Steel

- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Roll Again

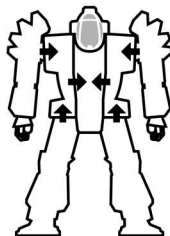
Right Torso

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Roll Again

Right Leg

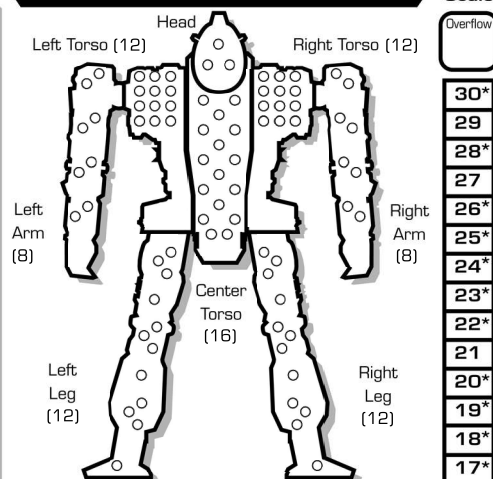
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

| Heat Level* | Effects |
|-------------|------------------------|
| 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



| Heat 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 |