MECH RECORD SHEET

'MECH DATA

Type: Hunchback HBK-4G

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

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

Weapons & Equipment Inventory

ı		oupono - =qu	(IIIC						
	Qt	у Туре	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 [DB, C/S/F	-	4	8	12

Ammunition Type LB 20-X (Cluster) LB 20-X (Slug)

Cost: 4,388,875 C-Bills +108,000 (ammo

CRITICAL HIT TABLE

Upper Arm Actuator

3. Lower Arm Actuator

Hand Actuator

Endo-Steel

Endo-Steel

Endo-Steel

Endo-Steel

Endo-Steel

CASE

Left Torso (CASE)

@LB 20 X Slug (5) @LB 20 X Cluster (5)

@LB 20 X Cluster (5)

Double Heat Sink

L_{Double Heat Sink}

Double Heat Sink

LDouble Heat Sink

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Jump Jet Jump Jet

Left Leg

@LB 20 X Slug (5)

Left Arm

1. Shoulder

6. Endo-Steel

1.

6. Roll Again

4-6 3. 3. Endo-Steel

1-3 3.

6. Roll Again

2.

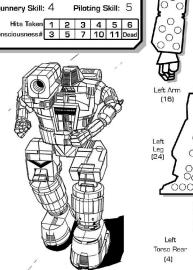
4-6

BV: 1,382 Weapon Heat (13) Dissipation (20)

WARRIOR DATA

Gunnery Skill: 4



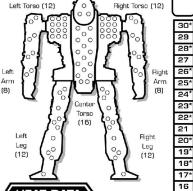


Left Torso Right Torso (20) (20) 0 O 0 00 88 00 00 Cente Right Arm 00 00 (27)00 88 00 00 Right Center Torso Rear (5) Leg (24) 00 00 00 000 0 0 0 0 0 0 0 0 0 0 0 Right 0 Torso Rear (4)

ARMOR DIAGRAM Armor Pts: 169

Head (9)

INTERNAL STRUCTURE DIAGRAM Scale



HEAT DATA

			199920
Heat		Heat Sinks:	14*
evel*	Effects	10 (20) Double	13*
30	Shutdown Ammo Exp. avoid on 8+		12
26	Shutdown, avoid on 10-		11
25 24	-5 Movement Points +4 Modifier to Fire	000000000	10*
23	Ammo Exp. avoid on 6+	Ŏ	9
22	Shutdown, avoid on 8+	္ ၂	8*
20	-4 Movement Points Ammo Exp. avoid on 4+		7
18	Shutdown, avoid on 6+	8 1	6
17	+3 Modifier to Fire	ŏ	5*
15 14	-3 Movement Points Shutdown, avoid on 4+	ŏ	4
13	+2 Modifier to Fire	0	3
10	–2 Movement Points		-

Effects	Heat Sinks: 10 (20)	
Shutdown	Double	ı
Ammo Exp. avoid on 8+		
Shutdown, avoid on 10-	• ^	
–5 Movement Points	ŏ	
+4 Modifier to Fire	Õ	
Ammo Exp. avoid on 6+	0	
Shutdown, avoid on 8+	0	
-4 Movement Points	Ò	
	Ŏ	
Shutdown, avoid on 6+	ŏ	
+3 Modifier to Fire	\times	
–3 Movement Points	\simeq	
Shutdown, avoid on 4+	Õ	
+2 Modifier to Fire	0	
–2 Movement Points	***	
+1 Modifier to Fire		
 1 Movement Points 	J	
	Shutdown Ammo Exp. avoid on 8+ Shutdown, avoid on 10- 5 Movement Points +4 Modifier to Fire Ammo Exp. avoid on 6+ Shutdown, avoid on 6+ Shutdown, avoid on 8+ 4 Movement Points Ammo Exp. avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire +2 Modifier to Fire -3 Modifier to Fire -14 Modifier to Fire -15 Movement Points -16 Movement Points -17 Modifier to Fire -18 Movement Points -18 Modifier to Fire	Effects 10 (20) Double Ammo Exp. avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points Ammo Exp. avoid on 4+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire -1 Movement Points -1 Modifier to Fire -1 Modifier to Fire -1 Modifier to Fire

15*

2

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

HIT LOCATION CHART

Fr/Bk

CT (C)

RA

RΔ

RL

RT

CT

LT

LL

LA

LA

HD

TO HIT MODIFIERS

Right

RT (C)

RL

RΔ

RA

RL

RT

CT

LT

LA

LL

HD

Left

LL

LΔ

LA

LL

LT

CT

RT

RA

RL

HD

LT (C)

Roll

2

3

4

5

6

7

8

9

10

11

12

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
+ 0-1-	114-	winds and the	

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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes '
					<u> </u>			ll	l		l .

CLUSTER HITS 7 5 3 4 6 9 10 12 15 20 30 40 1 2 2 3 3 4 5 10 12 2 1 6 3 2 2 2 2 3 4 5 6 10 12 4 2 2 3 3 4 4 5 6 9 12 18 2 3 3 4 5 6 8 9 12 18 24 6 2 2 3 4 4 5 6 8 9 12 18 24 3 3 4 5 6 8 12 9 18 24 2 4 8 3 3 4 5 6 8 9 12 18 24 7 2 3 4 5 6 8 10 12 16 9 2 24 32 2 5 6 6 3 4 8 10 12 16 24 10 3 6 7 32 5 5 11 2 3 4 7 9 10 12 15 20 30 40 9 10 12 15 20 30 12 3 40

Head Right Arm 1. Life Support 1. Shoulder Sensors 3 Cockpit Upper Arm Actuator Small Laser Lower Arm Actuator **Hand Actuator** 6. Life Support 5 Endo-Steel 6. Endo-Steel Center Torso 1. Endo-Steel 1. Fusion Engine Endo-Steel 2 Fusion Engine Fusion Engine 4-6 4. Endo-Steel 1-3 3. Endo-Steel Gyro 5 Endo-Steel 5. Gyro 6. Roll Again 6. Gyro Gyro **Right Torso** 1. FLB 20-X AC

2. Fusion Engine 3. Fusion Engine 4-6 ^{3.}

Fusion Engine 5. Medium Laser Medium Laser

Engine Hits OOO

Gyro Hits O O Sensor Hits O O Life Support O



6. LB 20-X AC 1. 2. 4-6 4. 5. 6.

Hip Upper Leg Actuator

LB 20-X AC

LB 20-X AC

LB 20-X AC

LB 20-X AC

Lower Leg Actuator

Foot Actuator

Jump Jet Jump Jet

LB 20-X AC Roll Again

1-3 3.

5.

Right Leg

6. Diagram