

'MECH RECORD SHEET

Type: Hunchback HBK-4G-MDB1

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

Weapons & Equipment Inventory (hexes)

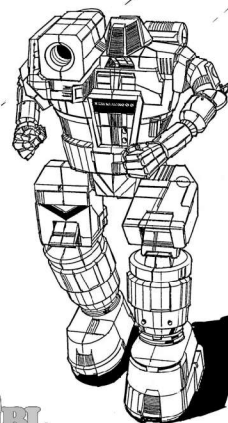
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lngr
1	Flamer	HD	3	2 [DE, H/A]	-	1	2	3
2	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	LB 10-X AC	LT	2	10 [DB, C/S/F]	-	6	12	18
2	Medium Laser	RA	3	5 [DE]	-	3	6	9
2	Medium Laser	LA	3	5 [DE]	-	3	6	9

Ammunition Type	Rounds
LB 10-X (Cluster)	10
LB 10-X (Sua)	10

Cost: 4,324,750 C-Bills +32,000 (ammo)	BV: 1,827 (Base: 1,384) Weapon Heat (23) Dissipation (22)
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Name: Numba II
Matthew
Gunnery Skill: 3 **Piloting Skill:** 4

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



Left Arm

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Medium Laser
 6. Medium Laser

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

Left Torso

- 1-3
- | | |
|----|------------|
| 1. | LB 10-X AC |
| 2. | LB 10-X AC |
| 3. | LB 10-X AC |
| 4. | LB 10-X AC |
| 5. | LB 10-X AC |
| 6. | LB 10-X AC |

- 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. Flamer
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 Engine
 3. Fusion Engine
 4. Fusion Engine
 5. Medium Laser
 6. Medium Laser

Right Arm

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Medium Laser
 6. Medium Laser

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

Right Torso (CASE)

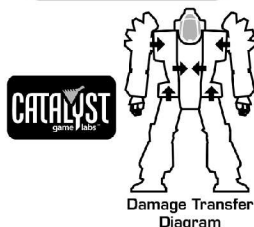
- 1-3 Double Heat Sink

- 4-6
1. Double Heat Sink
 2. Double Heat Sink
 3. Double Heat Sink
 4. @LB 10 X Slug (10)
 5. @LB 10 X Cluster (10)
 6. CASE

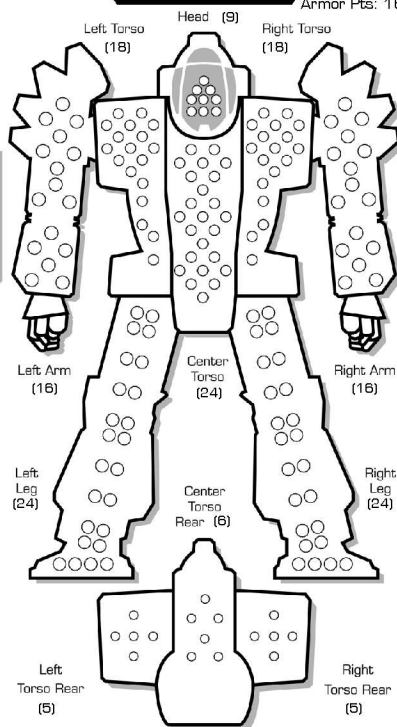
Right Leg

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 ○



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

Diagram illustrating the distribution of exposure points (circles) across the body regions for a person standing upright. The regions and their corresponding exposure point counts are:

- Head
- Left Torso (12)
- Right Torso (12)
- Left Arm (8)
- Right Arm (8)
- Center Torso (16)
- Left Leg (12)
- Right Leg (12)

Vertical scale on the right side of the diagram:

- 30°
- 29
- 28°
- 27
- 26°
- 25°
- 24°
- 23°
- 22°
- 21
- 20°
- 19°
- 18°
- 17°

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 [22] 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	

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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