

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Hunchback HBK-4G-w5

Movement Points: Tonnage: 50
Walking: 4 Tech Base: Inner Sphere
Running: 6 3070
Jumping: 0 E/X-X-E-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	LB 5-X AC	RT	1	5	3	7	14	21
				[DB, C/S/F]				
1	Weird PPC	RA	5	5 [DE/Chrg]	3	6	12	18
4	Medium Laser	LA	3	5 [DE]	-	3	6	9
Ammunition Type		Rounds						
LB 5-X (Cluster)		20						
LB 5-X (Slug)		20						

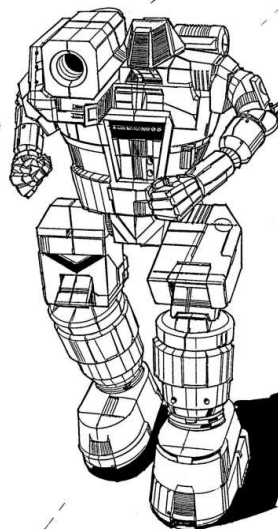
Cost: 4,046,500 C-Bills
+24,000 (ammo)

BV: 1,820 (Base: 1,379)
Weapon Heat (24)
Dissipation (26)

WARRIOR DATA

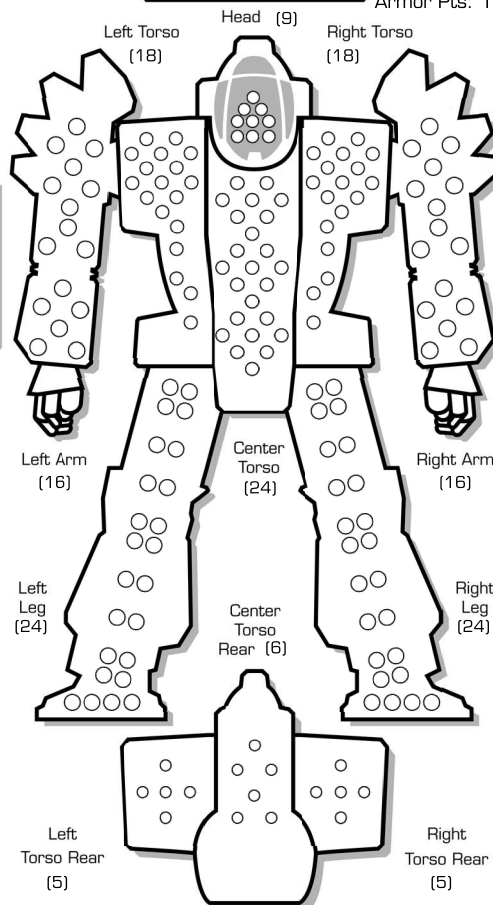
Name: Numba II
Matthew
Gunnery Skill: 3 Piloting Skill: 4

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



ARMOR DIAGRAM

Armor Pts: 165



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Weird PPC
- Weird PPC

Center Torso

- Medium Laser
- Medium Laser
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel

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

Right Torso

- Weird PPC
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel

Left Torso (CASE)

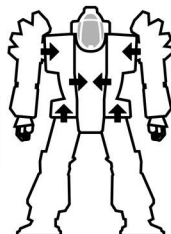
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- Double Heat Sink

Left Leg

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



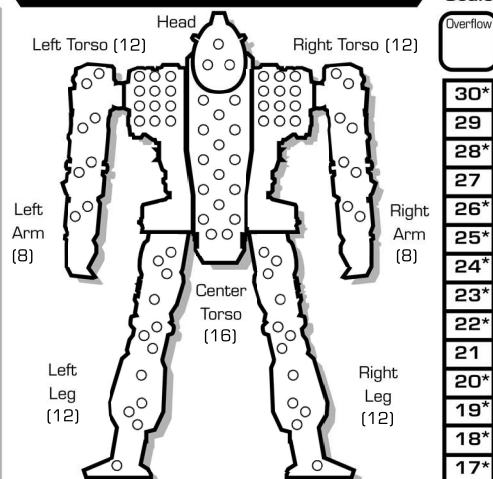
Damage Transfer Diagram

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Steel
- Endo-Steel

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) 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 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