

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Hunchback HBK-4G**

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

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DB]	-	1	2	3
1	Autocannon/20	RT	7	20 [DB, S]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

**Ammunition Type**      **Rounds**  
 AC/20                      10

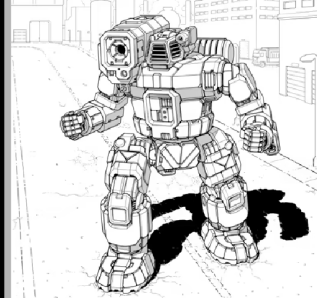
Cost: 3,437,875 C-Bills  
 +20,000 (ammo)

BV: 1\_041  
 Weapon Heat [14]  
 Dissipation [13]

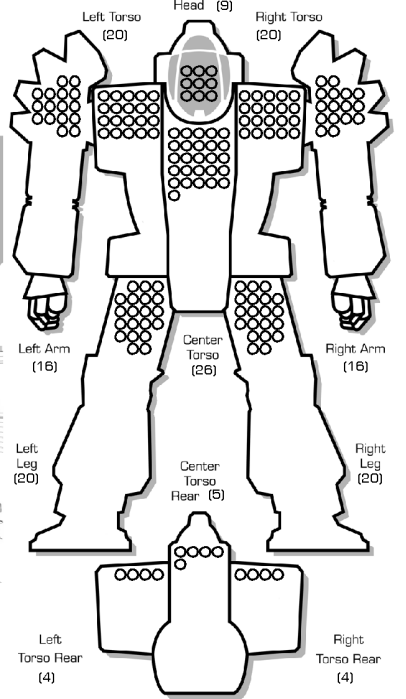
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### HIT LOCATION CHART

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

### TO HIT MODIFIERS

**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

### CRITICAL HIT TABLE

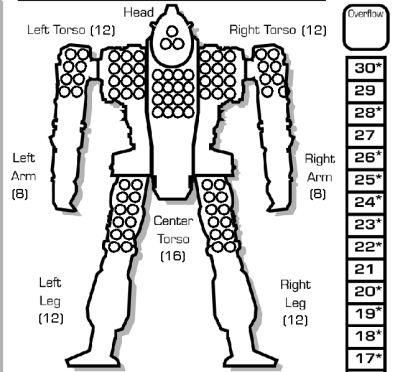
Roll	Location	Effects
1-3	Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again
1-3	Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again
4-6	Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	Left Torso	1. @AC/20 (5) 2. @AC/20 (5) 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
4-6	Right Torso	1. Autocannon/20 2. Autocannon/20 3. Autocannon/20 4. Autocannon/20 5. Autocannon/20 6. Autocannon/20
1-3	Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink
4-6	Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink

**Head:**  
 1. Life Support  
 2. Sensors  
 3. Cockpit  
 4. Small Laser  
 5. Sensors  
 6. Life Support

**Engine Hits:** ○○○○  
**Gyro Hits:** ○○  
**Sensor Hits:** ○○  
**Life Support:** ○

**Damage Transfer Diagram**

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks
30	Shutdown	13 Single
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
Overheat
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

### 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

\* Add +4 to pick table

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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

### CLUSTER HITS

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