# BATTLETECH™

## 'MECH RECORD SHEET

Armor Pts: 160

## 'MECH DATA

**Type:** Hunchback HBK-4G

**Movement Points:**
- Walking: 4
- Running: 6
- Jumping: 0

**Tonnage:** 50

**Tech Base:** Inner Sphere

O

E/E-F-E

### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small Laser | HD | 1 | 3 [DE] | – | 1 | 2 | 3 |
| 1 | Autocannon/20 | RT | 7 | 20 [DB, S] | – | 3 | 6 | 9 |
| 1 | Medium Pulse Laser | RA | 4 | 6 [P] | – | 2 | 4 | 6 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | – | 3 | 6 | 9 |
| 2 | Medium Laser | LA | 3 | 5 [DE] | – | 3 | 6 | 9 |

| Ammunition Type | Rounds |
|---|---|
| @AC/20 | 15 |

**Cost:** 3,842,875 C-Bills

**BV:** 1,207

Weapon Heat (21)

Dissipation (22)

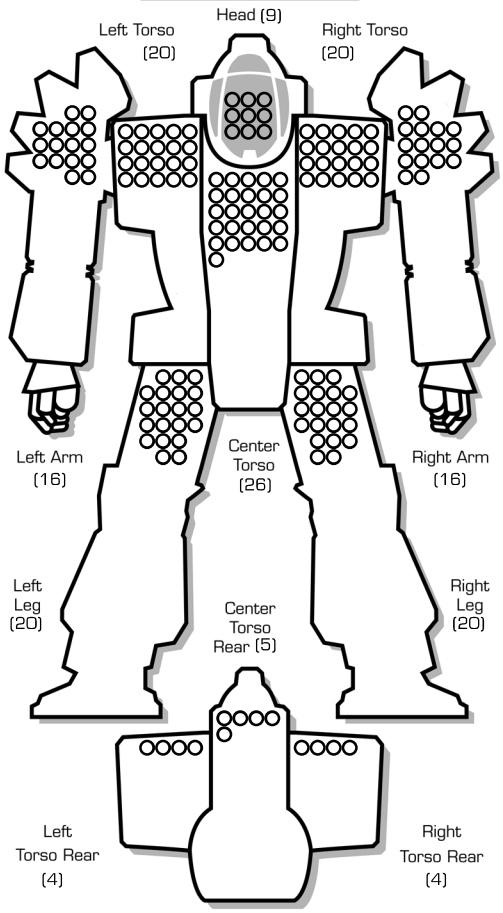
## WARRIOR DATA

**Name:**

**Gunnery Skill:** **Piloting Skill:**

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

## ARMOR DIAGRAM




## CRITICAL HIT TABLE

### 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. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Roll Again
5. Endo-Steel
6. Endo-Steel

### Left Torso (CASE)

1-3
1. @AC/20 (5)
2. @AC/20 (5)
3. @AC/20 (5)
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

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

### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

### Head

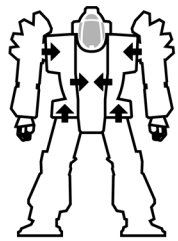
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

### 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. Endo-Steel
6. Endo-Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

### Right Arm

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

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Roll Again
5. Endo-Steel
6. Endo-Steel

### Right Torso

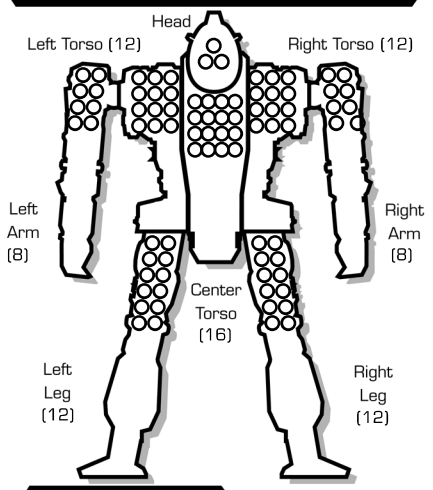
1-3
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Endo-Steel
6. Endo-Steel

### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

## INTERNAL STRUCTURE DIAGRAM




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

## HEAT DATA

| Heat Level* | Effects | Heat Sinks: 11 (22) Double |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O O |
| 25 | –5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

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