

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Hunchback HBK-4G

Movement Points: **Tonnage:** 50
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Introductory
 Jumping: 0 **Role:** Juggernaut

Weapons & Equipment Inventory

(hexes)

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

Ammo: (AC/20) 10

Quirks: Battle Fists (LA), Battle Fists (RA)

BV: 1,041



WARRIOR DATA

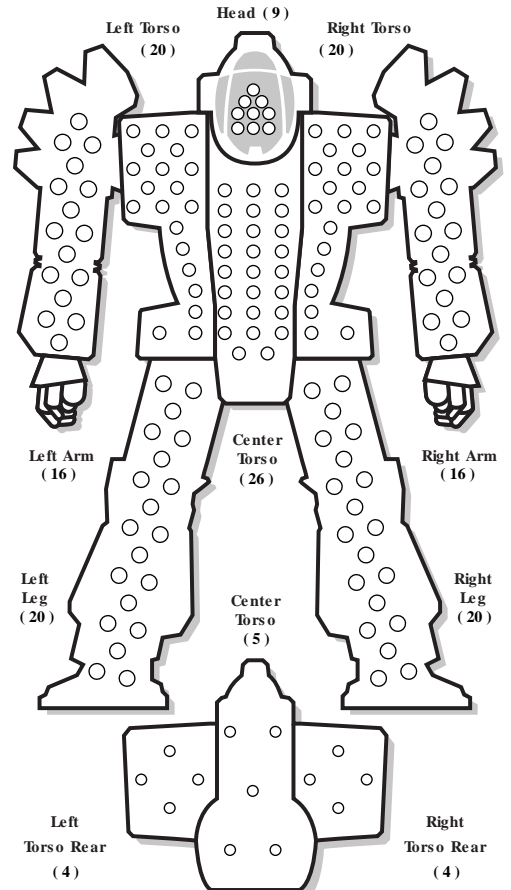
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

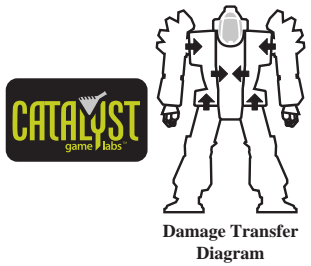


ARMOR DIAGRAM

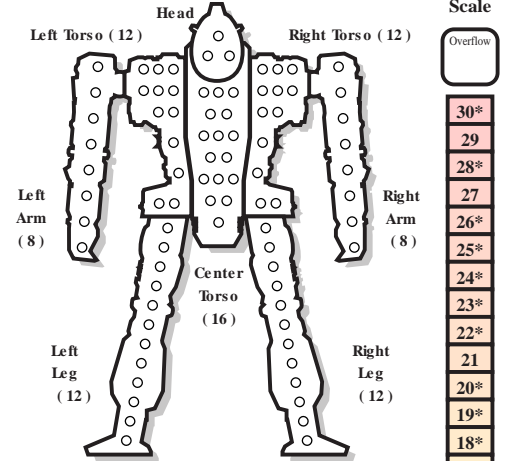


CRITICAL TABLE

Location	Roll	Result		
Left Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again		
	4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		
	Left Torso	1-3	1. Ammo (AC/20) 5 2. Ammo (AC/20) 5 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	
		4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	
		Left Leg	1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm			1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	Right Torso		1-3	1. AC/20 2. AC/20 3. AC/20 4. AC/20 5. AC/20 6. AC/20
			4-6	1. AC/20 2. AC/20 3. AC/20 4. AC/20 5. Roll Again 6. Roll Again
		Right Leg	1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Head			1-3	1. Life Support 2. Sensors 3. Cockpit 4. Small Laser 5. Sensors 6. Life Support
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	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. Heat Sink 6. Roll Again



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13
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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○