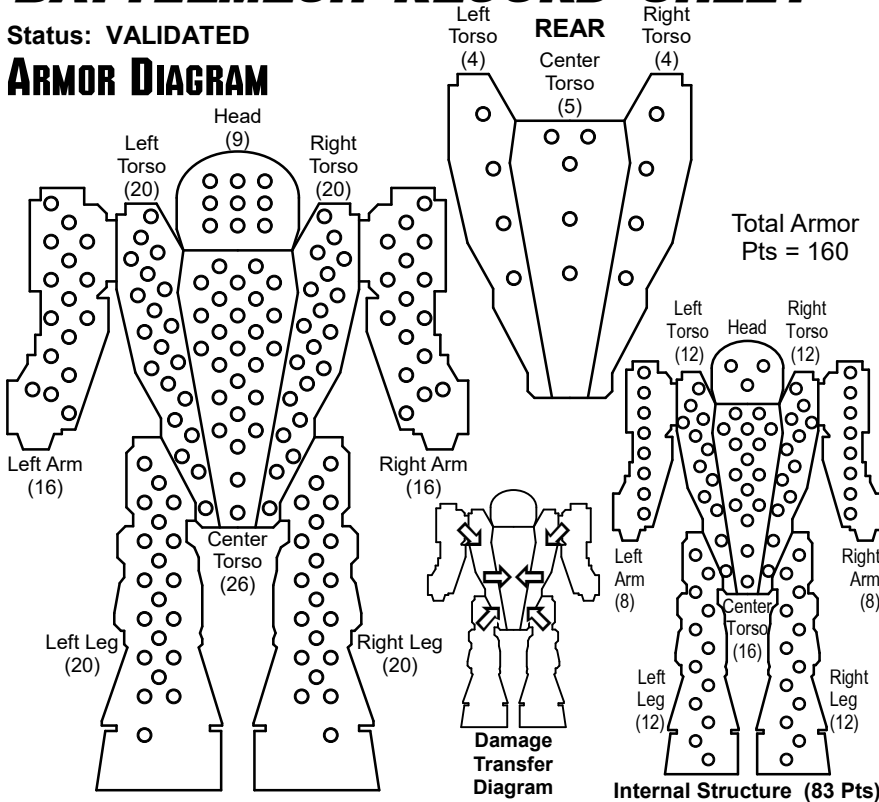


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 160

Internal Structure (83 Pts)

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Single Heat Sink
- Single Heat Sink
- 1-3 Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Ammo (AC/5) 20
- 1-3 Ammo (LRM 5) 24
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- 2-3 Fusion Engine
- 4-6 Fusion Engine
- Roll Again
- Roll Again

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

Battle Value: **1,087**  
 Weapon Value: **964 / 964**  
 Cost, C-Bills: **3,437,126**

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Autocannon/5
- Autocannon/5
- 1-3 Autocannon/5
- Autocannon/5
- LRM 5
- LRM 5
- 1-3 Medium Laser
- 2-3 Medium Laser
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### 'MECH DATA

Type: **Hunchback HBK-4N**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere  
 Running: **6** Biped 'Mech  
 Jumping: **0** Level 1 / 3025

### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RT	1	5	3	6	12	18
2	LRM 5	RT	2	1/hit	6	7	14	21
2	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: Rounds: BV2:

Autocannon/5	20	11
LRM 5	24	8

### Total Heat Sinks: 13 Single

oooooooooooo ooo

Auto Eject:  Operational  Disabled

Weapon Heat: **(18)**

### WARRIOR DATA

Name: \_\_\_\_\_

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

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

### HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
9	+1 Modifier to Fire
8	
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

