

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Hunchback HBK-7S**

Movement Points: Tonnage: 50
 Walking: 1 Tech Base: Inner Sphere
 Running: 1 (Advanced)
 Jumping: 0 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	H	0			5	9	15
1	Angel ECM Suite	CT	0					6
1	Bloodhound Active Probe	RT	0					8
1	SRM 6	RT	4	2/Msl		3	6	9
1	SRM 6	LT	4	2/Msl		3	6	9
2	ER Medium Laser	RA	5	5		4	8	12
2	ER Medium Laser	LA	5	5		4	8	12

Cost: 15,678,000

BV: 2,280

WARRIOR DATA

Name: Sir Henry (Player 7)

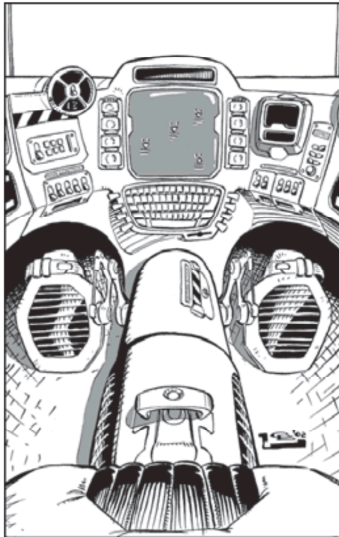
Gunnery Skill: 4 Piloting Skill: 2

Hits Taken:

1	2	3	4	5	6
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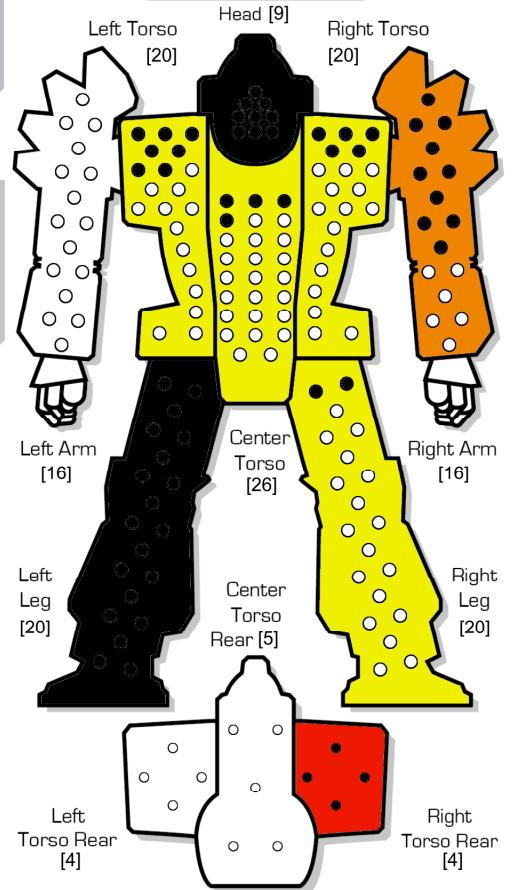
 Consciousness#:

3	5	7	10	11	Dead
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Armor Factor = 160

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

Right Arm

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

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

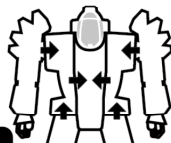
Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

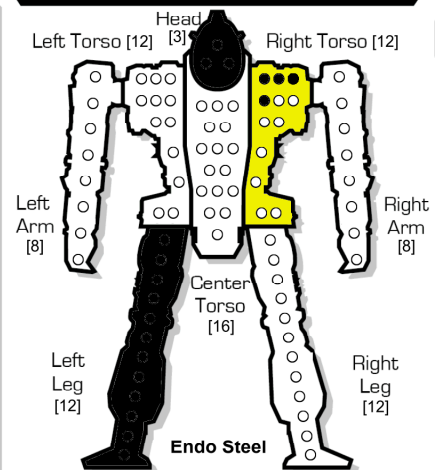


Damage Transfer Diagram

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects	Heat Sinks:
30*	Shutdown	14 [28]
29	Ammo Exp. avoid on 8+	Double
28*	Shutdown, avoid on 10+	
27	-5 Movement Points	
26*	+4 Modifier to Fire	○○○○
25*	Ammo Exp. avoid on 6+	○○○○
24*	Shutdown, avoid on 8+	○○○○
23*	-4 Movement Points	○○○○
22*	Ammo Exp. avoid on 4+	○○○○
21	Shutdown, avoid on 6+	○○○○
20*	+3 Modifier to Fire	○○○○
19*	-3 Movement Points	○○○○
18*	Shutdown, avoid on 4+	○○○○
17*	+2 Modifier to Fire	○○○○
16	-2 Movement Points	○○○○
15*	+1 Modifier to Fire	○○○○
14*	-1 Movement Points	○○○○
13*		○○○○
12		○○○○
11		○○○○
10*		○○○○
9		○○○○
8*		○○○○
7		○○○○
6		○○○○
5*		○○○○
4		○○○○
3		○○○○
2		○○○○
1		○○○○
0		○○○○

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	14 [28]
28	Ammo Exp. avoid on 8+	Double
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	○○○○