

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hunchback HBK-5SG

Movement Points: **Tonnage:** 50
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 4 **Role:** Brawler
Engine Type: 200 Light

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	ECM Suite	CT	—	[E]	—	—	—	6
(Guardian)								

Ammo: (Gauss) 16

WARRIOR DATA

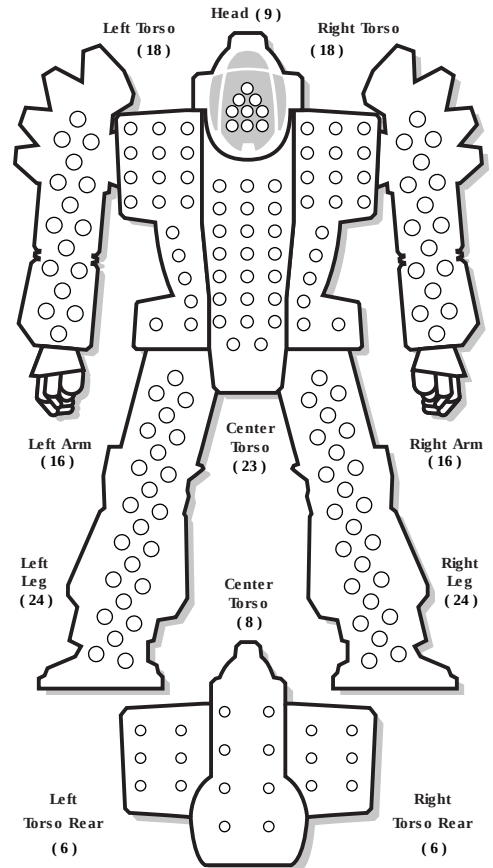
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Stealth



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Compact Gyro
- Compact Gyro
- Light Fusion Engine

Right Torso

- Stealth
- Stealth
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Ammo (Gauss) 8
- Ammo (Gauss) 8

- Light Fusion Engine
- Light Fusion Engine
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- Jump Jet
- Jump Jet

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

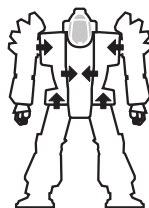
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Right Leg

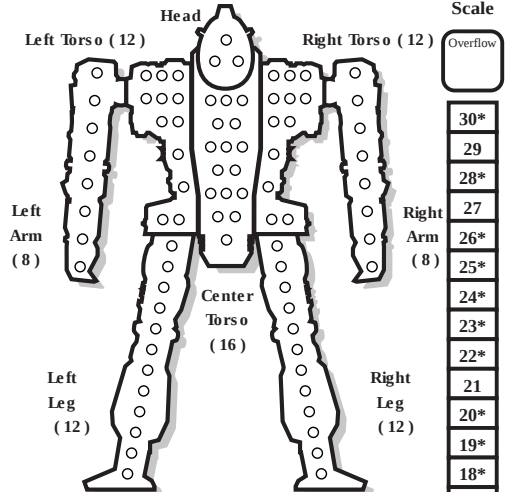
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
30	Shutdown	○
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

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
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