

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hunchback HBK-5SS

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	MML 9	LT	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 9	RT	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5

Ammo: (MML 9/LRM Artemis) 26, (MML 9/SRM Artemis) 11

BV: 1,295

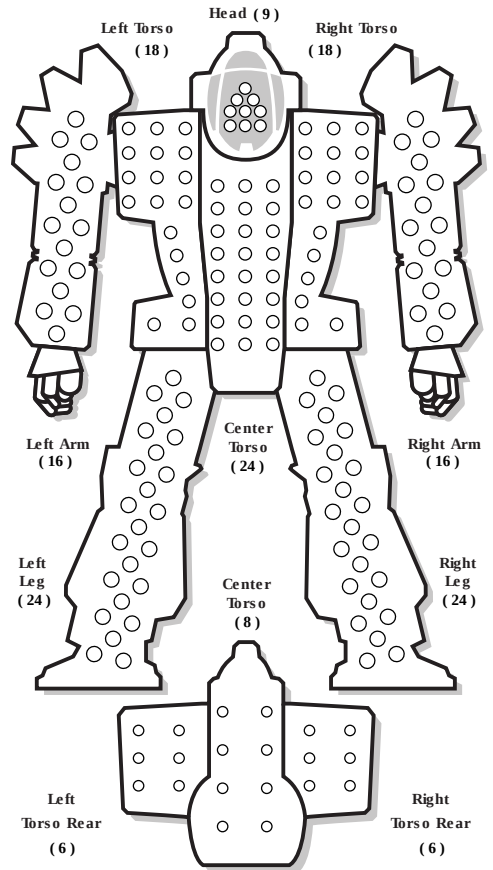
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

ARMOR DIAGRAM

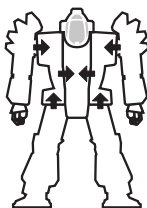
Standard Armor



CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Double Heat Sink		4. ER Small Laser		4. Hand Actuator
	5. Double Heat Sink		5. Sensors		5. Double Heat Sink
	6. Double Heat Sink		6. Life Support		6. Double Heat Sink
Center Torso		Left Torso (CASE)		Right Torso	
4-6	1. ER Medium Laser	4-6	1. Light Fusion Engine	1-3	1. Double Heat Sink
	2. Endo Steel		2. Light Fusion Engine		2. ER Medium Laser
	3. Endo Steel		3. Light Fusion Engine		3. Endo Steel
	4. Endo Steel		4. Heavy Duty Gyro		4. Endo Steel
	5. Endo Steel		5. Heavy Duty Gyro		5. Endo Steel
	6. Endo Steel		6. Heavy Duty Gyro		6. Endo Steel
1-3	1. MML 9	1-3	1. Heavy Duty Gyro	1-3	1. Light Fusion Engine
	2. Artemis IV FCS		2. Light Fusion Engine		2. Light Fusion Engine
	3. Ammo (MML 9/LRM Artemis) 13		3. Light Fusion Engine		3. MML 9
	4. Ammo (MML 9/LRM Artemis) 13		4. Light Fusion Engine		4. MML 9
	5. Ammo (MML 9/SRM Artemis) 11		5. Endo Steel		5. MML 9
	6. CASE		6. Endo Steel		6. MML 9
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Jump Jet		5. Jump Jet		
	6. Jump Jet		6. Jump Jet		

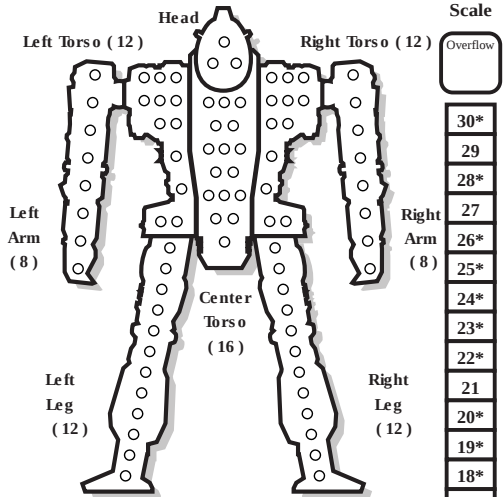
Engine Hits
Gyro Hits
Sensor Hits
Life Support



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks:
10 (20)

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