

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Hunchback HBK-LGN-Pin 'Anastasia'

Movement Points: **Tonnage:** 50  
 Walking: 4 **Tech Base:** Mixed  
 Running: 6 **Rules Level:** Standard  
 Jumping: 0 **Role:** Juggernaut  
 Engine Type: 200 Fusion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
1	Targeting Computer (C)	LT	—	[E]	—	—	—	—
1	AC/20	RT	7	20 [DB,S]	—	3	6	9

Ammo: (AC/20) 5

BV: 1,289



### WARRIOR DATA

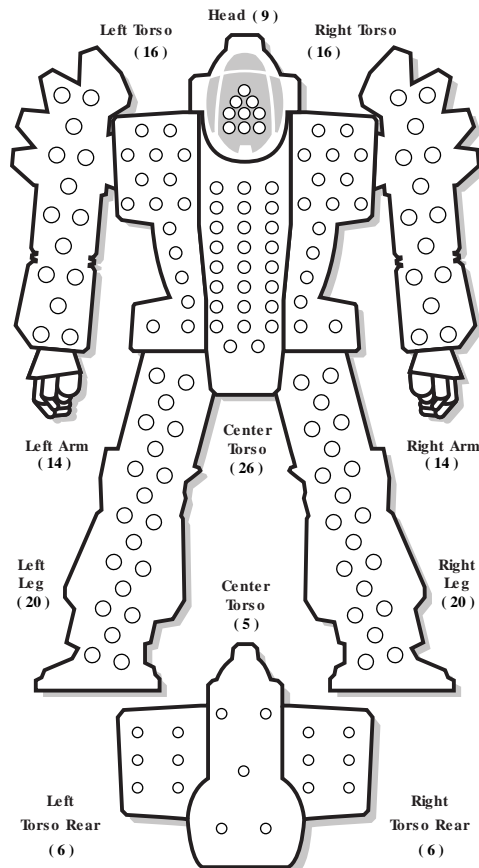
Name: \_\_\_\_\_

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

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

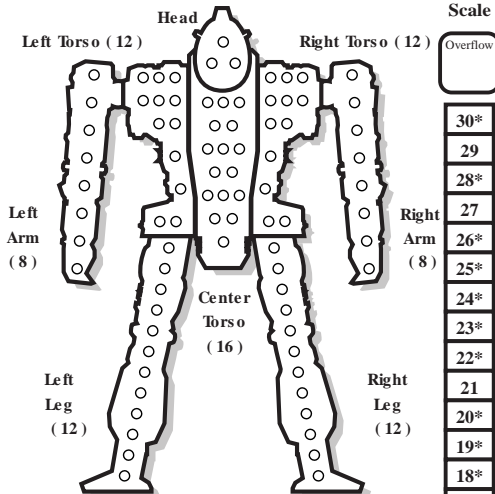
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Targeting Computer [Clan]
- Targeting Computer [Clan]
- Targeting Computer [Clan]

1-3

- Targeting Computer [Clan]
- Endo Steel [Clan]
- Endo Steel [Clan]
- Endo Steel [Clan]
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel [Clan]
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel [Clan]
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Heavy Large Laser [Clan]
- Heavy Large Laser [Clan]
- Heavy Large Laser [Clan]
- Endo Steel [Clan]

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- AC/20
- AC/20
- AC/20
- AC/20
- AC/20
- AC/20

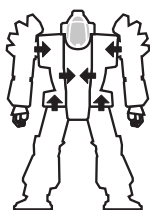
1-3

- AC/20
- AC/20
- AC/20
- AC/20
- Ammo (AC/20) 5
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel [Clan]
- Roll Again



Damage Transfer Diagram

### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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	○