BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hachiwara HCA-4U

Movement Points:
Walking: 5
Running: 8 [10]
Jumping: 0
Engine Type: 350 XL

Tonnage: 70
Tech Base: Inner Sphere
Rules Level: Advanced
Role: Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LA	8	20/Sht [DB,R/C]	—	3	7	10
1	Vibroblade (Large)	RA	—	14	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
2	M-Pod	LT	—	15 [DB,X,OS]	—	1	2	3
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
2	M-Pod	RT	—	15 [DB,X,OS]	—	1	2	3

Ammo: (Ultra AC/20) 15

BV: 1,805

WARRIOR DATA

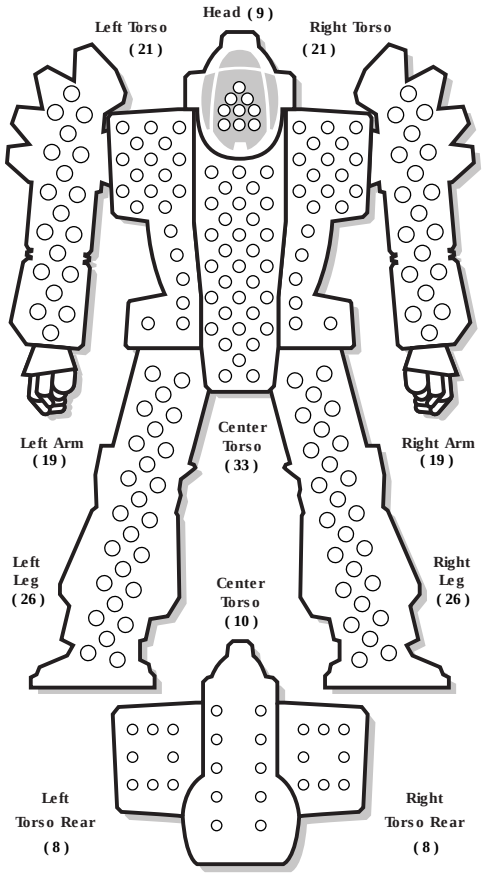
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

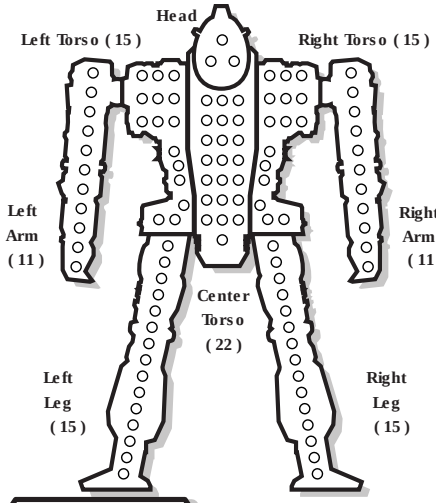
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

HEAT DATA

Double Heat Sinks: 11 (22)

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	

CRITICAL TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Ultra AC/20, 4. Ultra AC/20, 5. Ultra AC/20, 6. Ultra AC/20
4-6: 1. Ultra AC/20, 2. Ultra AC/20, 3. Ultra AC/20, 4. Ultra AC/20, 5. Ultra AC/20, 6. Ultra AC/20

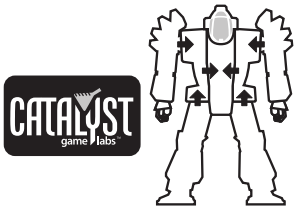
Left Torso (CASE)
1-3: 1. XL Fusion Engine, 2. XL Fusion Engine, 3. XL Fusion Engine, 4. ER Medium Laser, 5. M-Pod, 6. M-Pod
4-6: 1. Ammo (Ultra AC/20) 5, 2. Ammo (Ultra AC/20) 5, 3. Ammo (Ultra AC/20) 5, 4. Supercharger, 5. CASE, 6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3: 1. XL Fusion Engine, 2. XL Fusion Engine, 3. XL Fusion Engine, 4. XL Gyro, 5. XL Gyro, 6. XL Gyro
4-6: 1. XL Gyro, 2. XL Gyro, 3. XL Gyro, 4. XL Fusion Engine, 5. XL Fusion Engine, 6. XL Fusion Engine

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
1-3: 5. Vibroblade (Large), 6. Vibroblade (Large)
4-6: 1. Vibroblade (Large), 2. Vibroblade (Large), 3. Endo Steel, 4. Endo Steel, 5. Endo Steel, 6. Endo Steel

Right Torso
1-3: 1. XL Fusion Engine, 2. XL Fusion Engine, 3. XL Fusion Engine, 4. ER Medium Laser, 5. M-Pod, 6. M-Pod
4-6: 1. Endo Steel, 2. Endo Steel, 3. Endo Steel, 4. Endo Steel, 5. Endo Steel, 6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

© 2023 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.