

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Orion ON1-MA

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 300 XL

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

| Qty | Type               | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | LRM 20             | LA  | 6  | 1/Msl [M,C,S] | 6   | 7   | 14  | 21  |
| 1   | Medium Pulse Laser | LA  | 4  | 6 [P]         | —   | 2   | 4   | 6   |
| 1   | Medium Pulse Laser | RA  | 4  | 6 [P]         | —   | 2   | 4   | 6   |
| 1   | SRM 6              | LT  | 4  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |
| 1   | LB 10-X AC         | RT  | 2  | 10            | —   | 6   | 12  | 18  |

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10, (LRM 20 Artemis) 12, (SRM 6 Artemis) 30

BV: 1,447

WARRIOR DATA

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

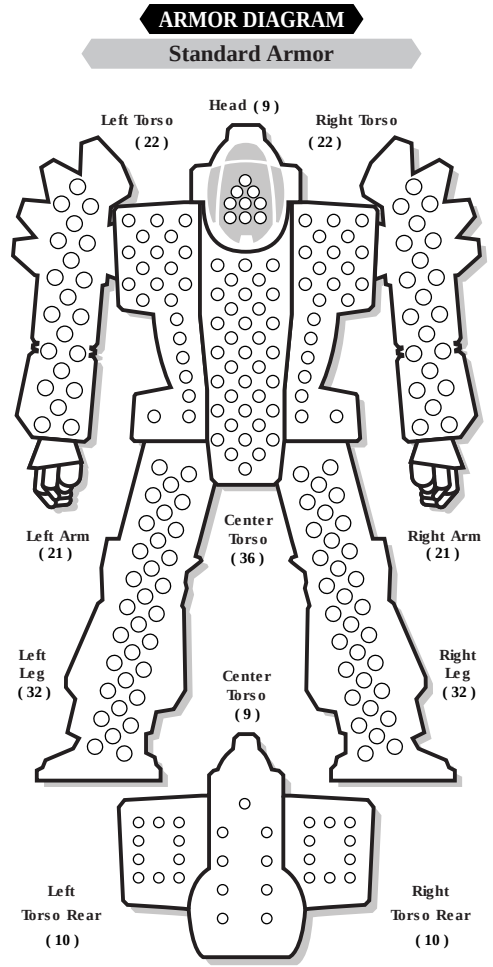
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|

Consciousness #

|   |   |   |    |    |      |
|---|---|---|----|----|------|
| 3 | 5 | 7 | 10 | 11 | Dead |
|---|---|---|----|----|------|



CRITICAL TABLE

Left Arm

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

1-3

4. LRM 20

5. LRM 20

6. LRM 20

Head

1. Life Support

2. Sensors

3. Cockpit

4. Roll Again

5. Sensors

6. Life Support

1-3

Right Arm

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Medium Pulse Laser

5. Roll Again

6. Roll Again

1-3

Center Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

4. Gyro

5. Gyro

6. Gyro

1-3

Left Torso (CASE)

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

1-3

4. SRM 6

5. SRM 6

6. Artemis IV FCS

Right Torso (CASE)

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

1-3

4. LB 10-X AC

5. LB 10-X AC

6. LB 10-X AC

Left Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again

6. Roll Again

4-6

Right Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again

6. Roll Again

4-6

Engine Hits ○○○○

Gyro Hits ○○○○

Sensor Hits ○○○○

Life Support ○

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure

HEAT DATA

Heat Level\*

Effects

Double Heat Sinks: 11 (22)

|    |                        |         |
|----|------------------------|---------|
| 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* |
| 18* |
| 17* |
| 16  |
| 15* |
| 14* |
| 13* |
| 12  |
| 11  |
| 10* |
| 9   |
| 8*  |
| 7   |
| 6   |
| 5*  |
| 4   |
| 3   |
| 2   |
| 1   |
| 0   |

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