

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Orion ON1-MD

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 300 XL

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

### WARRIOR DATA

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

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

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

### 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 Laser | LA  | 3  | 5 [DE]         | —   | 3   | 6   | 9   |
| 1   | Medium Laser | RA  | 3  | 5 [DE]         | —   | 3   | 6   | 9   |
| 1   | SRM 4        | LT  | 3  | 2/Msl [M,C,S]  | —   | 3   | 6   | 9   |
| 1   | Rotary AC/5  | RT  | 1  | 5/Sht [DB,R/C] | —   | 5   | 10  | 15  |
| 1   | Narc         | CT  | —  | [M]            | —   | 3   | 6   | 9   |

Ammo: (LRM 20 Narc) 12, (Narc) 12, (RAC/5) 80, (SRM 4 Narc) 25

BV: 1,597



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- LRM 20
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 4
- Ammo (SRM 4 Narc) 25
- Ammo (LRM 20 Narc) 6

1-3

- Ammo (LRM 20 Narc) 6
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ammo (Narc) 6
- Ammo (Narc) 6
- CASE

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Narc
- Narc

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Roll Again
- Roll Again

1-3

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

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

1-3

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- CASE

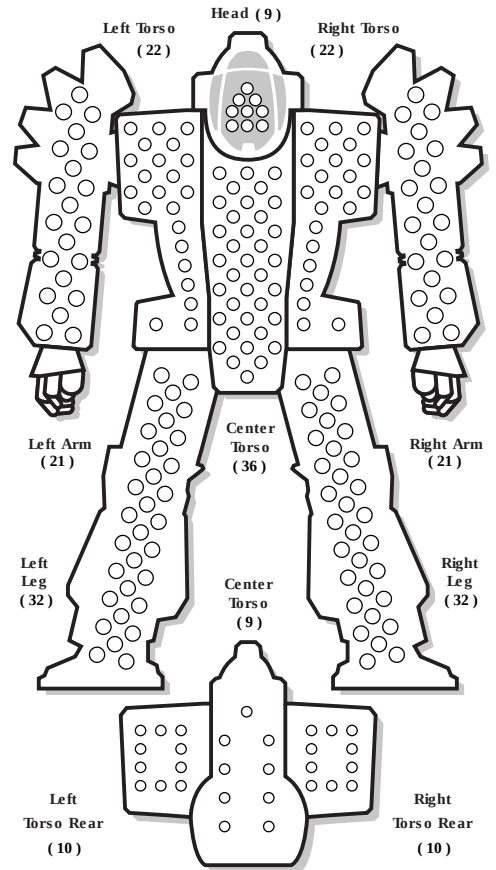
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

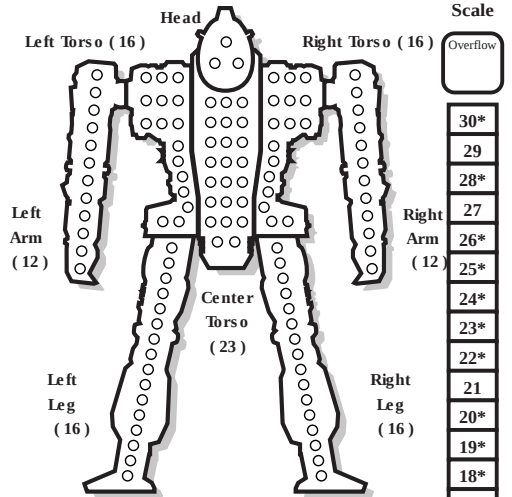
### ARMOR DIAGRAM

#### Standard Armor



### 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   |