BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Orion ON1-MC

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler
Engine Type:	300 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 20	LA	6	1/Msl [M,C]	—	3	8	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	MRM 30	LT	10	1/Msl [M,C]	—	3	8	15
1	LB 10-X AC	RT	2	10 [DB,C/F/S]	—	6	12	18
1	C3 Computer (Slave)	HD	—	[E]	—	—	—	—

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10, (MRM 20) 12, (MRM 30) 16

BV: 1,501

WARRIOR DATA

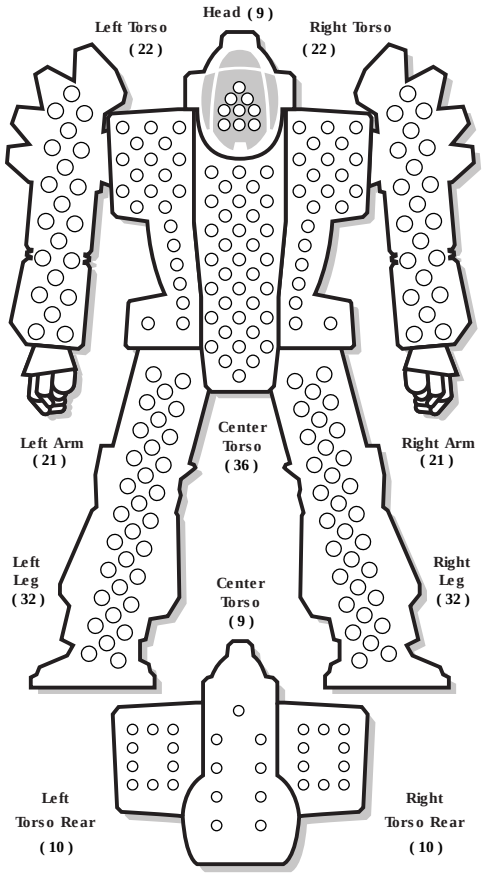
Name: _____

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

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

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. MRM 20
5. MRM 20
6. MRM 20

4-6:
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MRM 30
5. MRM 30
6. MRM 30

4-6:
1. MRM 30
2. MRM 30
3. Ammo (MRM 30) 8
4. Ammo (MRM 30) 8
5. Ammo (MRM 20) 12
6. CASE

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

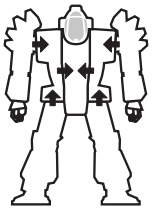
1. Life Support
2. Sensors
3. Cockpit
4. C3 Slave
5. Sensors
6. Life Support

Center Torso

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

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

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



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

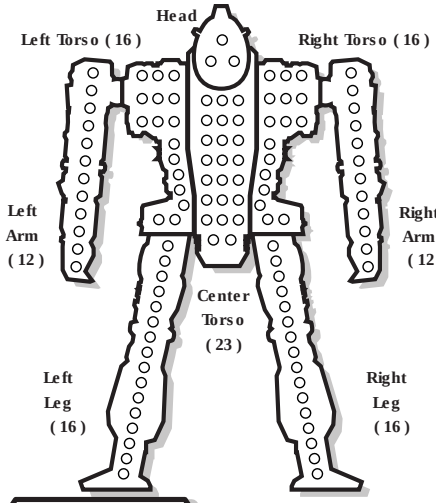
4-6:
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X Cluster) 10
6. CASE

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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	

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