

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Onslaught SA-OS3

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 375 XL

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

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	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9
1	Ultra AC/10	RA	4	10/Sht [DB,R/C]	—	6	12	18
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
3	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
3	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 200, (SRM 6) 15, (Ultra AC/10) 20

BV: 1,659



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium X-Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6
- Machine Gun

1-3

- Machine Gun
- Machine Gun
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

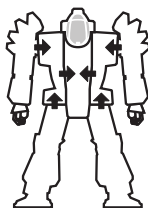
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ferro-Fibrous

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6
- Machine Gun

1-3

- Machine Gun
- Machine Gun
- Ammo (SRM 6) 15
- Ammo (Machine Gun) 200
- CASE
- Ferro-Fibrous

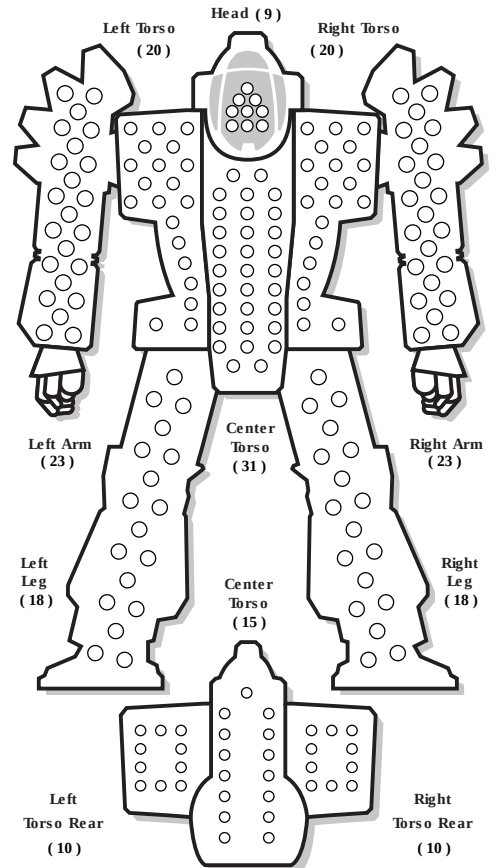
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

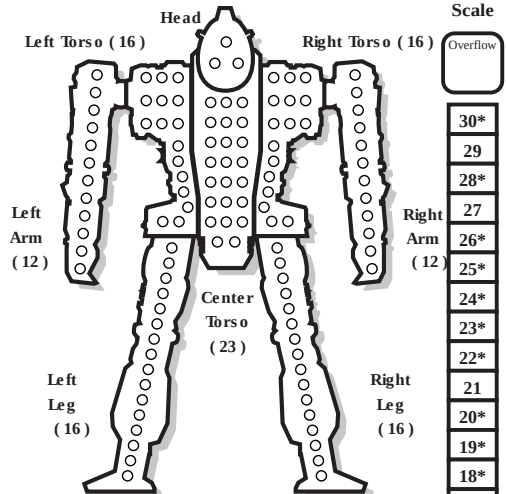
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Composite



HEAT DATA

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

Double Heat Sinks:
10 (20)



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