

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Ostsol OTL-8D

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 300 Light

Tonnage: 60

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	Light AC/5	LT	1	5 [DB,S]	—	5	10	15
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Light AC/5	RT	1	5 [DB,S]	—	5	10	15
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Light PPC	CT	5	5 [DE]	3	6	12	18

Ammo: (LAC/5) 80

BV: 1,462



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

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

4-6

Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Light AC/5
- Light AC/5
- ER Medium Laser
- Ammo (LAC/5) 20

1-3

- Ammo (LAC/5) 20
- CASE
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Heavy Ferro-Fibrous
- Roll Again

Center Torso

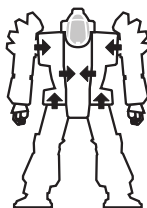
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Light PPC
- Light PPC

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

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

4-6

Right Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Light AC/5
- Light AC/5
- ER Medium Laser
- Ammo (LAC/5) 20

1-3

- Ammo (LAC/5) 20
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- CASE

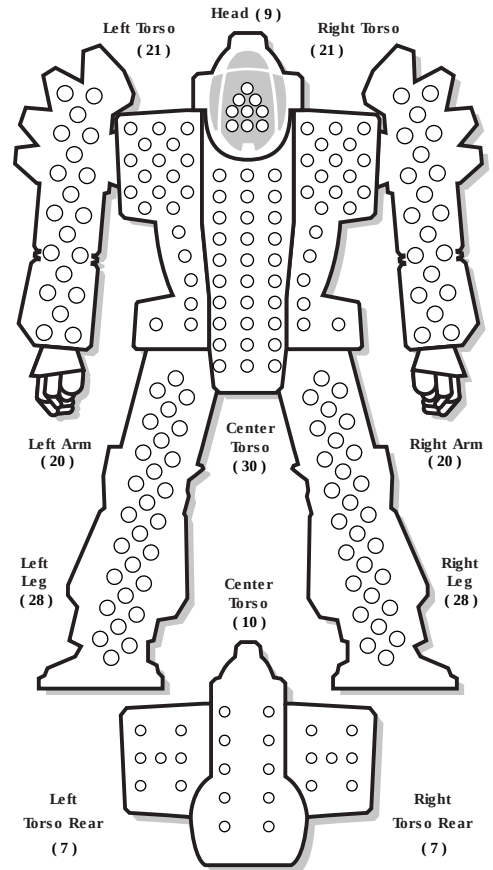
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

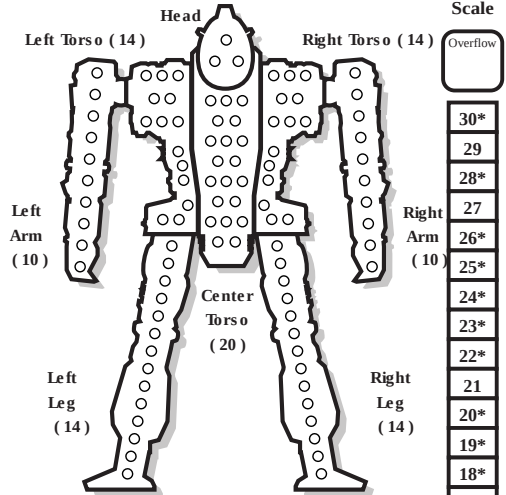
ARMOR DIAGRAM

Heavy Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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
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9
8*
7
6
5*
4
3
2
1
0