

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Orochi OR-3K

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 360 XL

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Standard

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	Silver Bullet Gauss Rifle	LA	1	15	2	7	15	22
	Rifle			[DB,C/F/X]				
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	Silver Bullet Gauss Rifle	RA	1	15	2	7	15	22
	Rifle			[DB,C/F/X]				
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5

Ammo: (Silver Bullet) 32

BV: 2,029



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Silver Bullet Gauss Rifle
- 4 Silver Bullet Gauss Rifle
- 5 Silver Bullet Gauss Rifle
- 6 Silver Bullet Gauss Rifle

- 1 Silver Bullet Gauss Rifle
- 2 Silver Bullet Gauss Rifle
- 3 Silver Bullet Gauss Rifle
- 4-6 ER Large Laser
- 5 ER Large Laser
- 6 Roll Again

Left Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Ammo (Silver Bullet) 8
- 5 Ammo (Silver Bullet) 8
- 6 Endo Steel

- 1 Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

Left Leg

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

Head

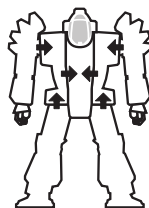
- 1 Life Support
- 2 Sensors
- 3 Cockpit
- 4 ER Small Laser
- 5 Sensors
- 6 Life Support

Center Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Gyro
- 5 Gyro
- 6 Gyro

- 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

- Shoulder
- Upper Arm Actuator
- 1-3 Silver Bullet Gauss Rifle
- 4 Silver Bullet Gauss Rifle
- 5 Silver Bullet Gauss Rifle
- 6 Silver Bullet Gauss Rifle

- 1 Silver Bullet Gauss Rifle
- 2 Silver Bullet Gauss Rifle
- 3 Silver Bullet Gauss Rifle
- 4-6 ER Large Laser
- 5 ER Large Laser
- 6 Roll Again

Right Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Ammo (Silver Bullet) 8
- 5 Ammo (Silver Bullet) 8
- 6 Endo Steel

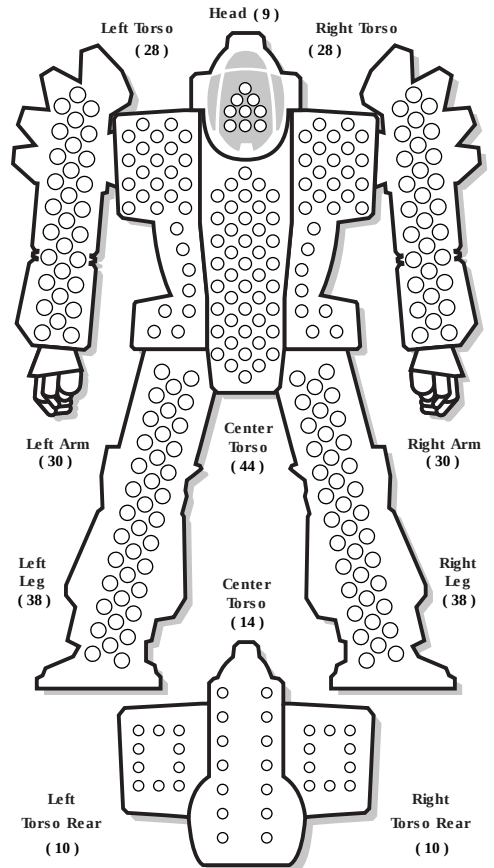
- 1 Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

Right Leg

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

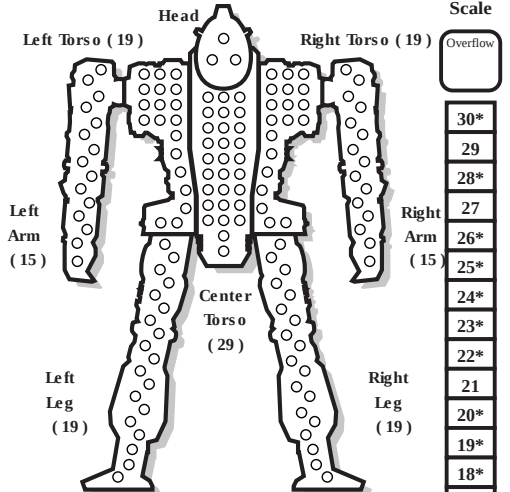
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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