

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Orion ON3-M

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 300 XL

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

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	Extended LRM 15	LA	8	1/Msl [M,C,S]	10	12	22	38
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	TAG	HD	—	[E]	—	5	9	15

Ammo: (ELRM 15) 24, (Gauss) 16

BV: 1,826



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15

1-3

- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- ER Medium Laser
- Roll Again
- Roll Again

4-6

Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (ELRM 15) 6
- Ammo (ELRM 15) 6
- Ammo (ELRM 15) 6

1-3

- Ammo (ELRM 15) 6
- CASE II
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- TAG
- 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
- Ammo (Gauss) 8
- Ammo (Gauss) 8

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

Right Arm

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

1-3

4-6

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

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

4-6

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- CASE II
- Roll Again

Right Leg

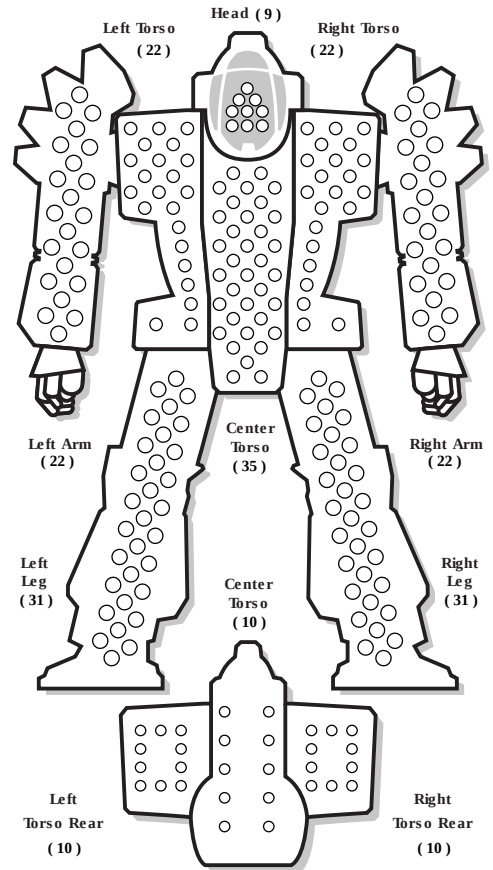
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

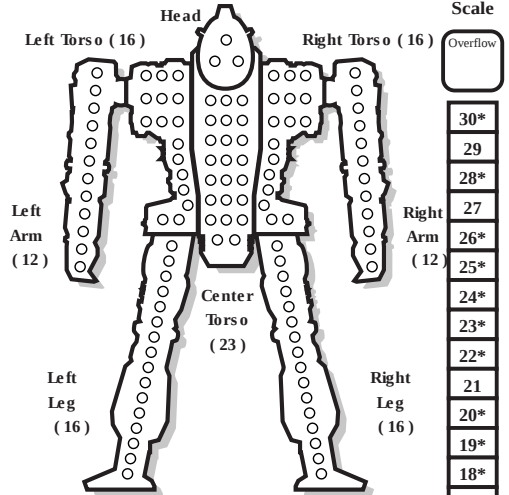
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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