

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Ostron OSR-3M

Movement Points:

Walking: 5

Running: 8 [10]

Jumping: 0

Engine Type: 300 Fusion

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	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	3	6	9

Ammo: (Streak SRM 4) 25

BV: 1,594



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

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

4-6

Left Torso

- ER Large Laser
- ER Large Laser
- ER Medium Laser
- Light Ferro-Fibrous
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Roll Again

Head

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

1-3

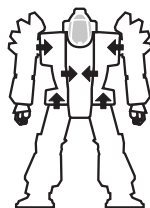
Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Supercharger
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

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

4-6

Right Torso (CASE)

- ER Large Laser
- ER Large Laser
- ER Medium Laser
- Streak SRM 4
- Ammo (Streak SRM 4) 25
- CASE

1-3

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

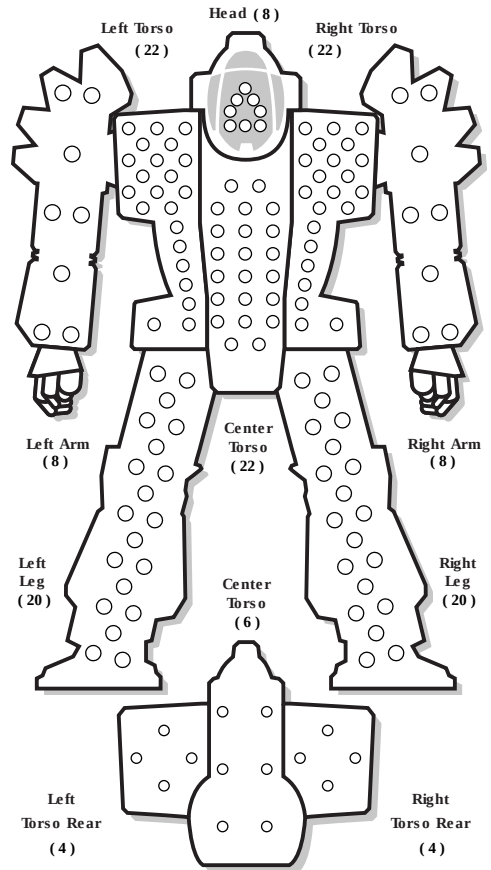
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Roll Again

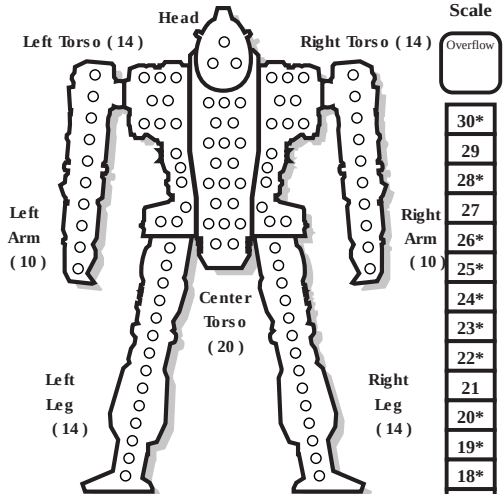
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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	○○○