

BATTLETECH™

SUPERHEAVY BATTLEMECH RECORD SHEET

MECH DATA

Type: Orca OC-1X

Movement Points:

Walking: 2

Running: 3

Jumping: 0

Engine Type: 400 XL

Tonnage: 200

Tech Base: Inner Sphere

Rules Level: Advanced

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	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	Sniper Cannon	RA	10	10[DB,AE]	2	4	8	12
1	LRM 20	LT	6	1[Msl [M,C,S]	6	7	14	21
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	SRM 6	CT	4	2[Msl [M,C,S]	—	3	6	9
1	Small X-Pulse Laser	CT	3	3[P,Al]	—	2	4	5
1	ECM Suite	HD	—	[E]	—	—	—	6
(Guardian)								

Ammo: (Gauss) 16, (LRM 20) 18, (SRM 6) 30, (Sniper Cannon) 30

BV: 3,357



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20
- ER PPC

1-3

- ER PPC
- Ammo (LRM 20) 12
- Ammo (LRM 20) 6
- Ammo (SRM 6) 30
- Ammo (Gauss) 16
- CASE II

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ECM Suite (Guardian)
- Sensors
- Life Support

1-3

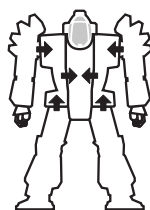
Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Superheavy Gyro
- Superheavy Gyro
- Double Heat Sink

4-6

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 6
- Small X-Pulse Laser
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Sniper Cannon
- Sniper Cannon
- Sniper Cannon
- Sniper Cannon

1-3

- Sniper Cannon
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- ER PPC
- ER PPC

1-3

- Ammo (Sniper Cannon) 20
- Ammo (Sniper Cannon) 10
- CASE II
- Roll Again
- Roll Again
- Roll Again

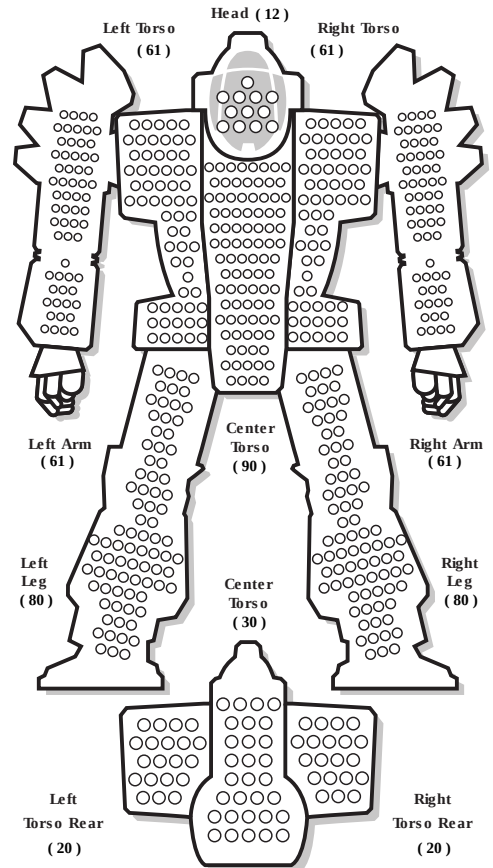
4-6

Right Leg

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

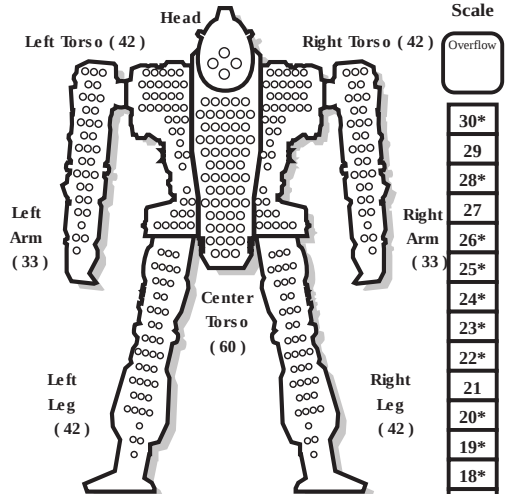
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 19 (38)
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	○○○○○○○○○○○