

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: **Orion C**

Movement Points:

Walking: 4
Running: 6
Jumping: 0

Tonnage: 75
Tech Base: Mixed
Rules Level: Experimental

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle (Clan)	RT	1	15 [DB,X]	2	7	15	22
1	Streak LRM 15 (Clan)	LT	5	1/Msl [M,C]	—	7	14	21
1	ER Medium Pulse Laser (Clan)	LT	6	7 [P]	—	5	9	14
1	ER Medium Pulse Laser (Clan)	RA	6	7 [P]	—	5	9	14
1	ER Medium Pulse Laser (Clan)	LA	6	7 [P]	—	5	9	14

Ammo: (Gauss) 16, (Streak LRM 15) 16

Quirks: Anti-Aircraft Targeting, Easy to Maintain, Rugged (1 Point)

BV: 2,243



WARRIOR DATA

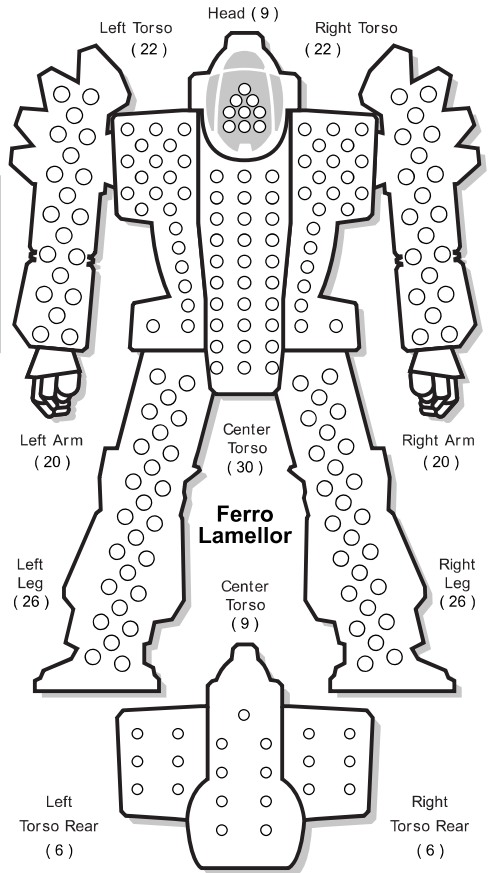
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken Consciousness #	1	2	3	4	5	6
	3	5	7	10	11	Dead



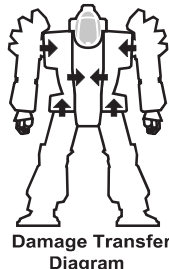
ARMOR DIAGRAM



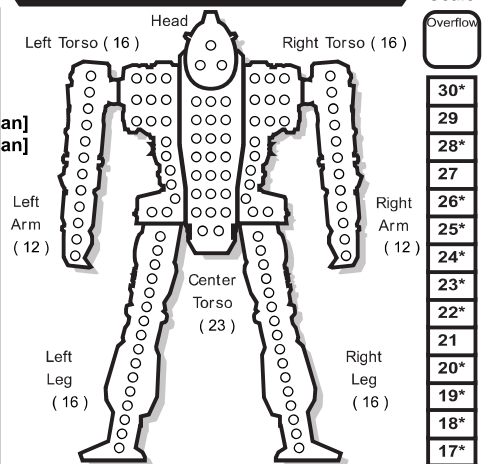
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. [ER Medium Pulse Laser [Clan]	5. [ER Medium Pulse Laser [Clan]	6. Ferro-Lamellor [Clan]
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. [ER Medium Pulse Laser [Clan]	5. [ER Medium Pulse Laser [Clan]	6. Ferro-Lamellor [Clan]
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. [ER Medium Pulse Laser [Clan]	2. [ER Medium Pulse Laser [Clan]	3. [Streak LRM 15 [Clan]	4. [Streak LRM 15 [Clan]	5. [Streak LRM 15 [Clan]	6. Ammo (Streak LRM 15) 8
Right Torso	1. [Gauss Rifle [Clan]	2. [Gauss Rifle [Clan]	3. [Gauss Rifle [Clan]	4. [Gauss Rifle [Clan]	5. [Gauss Rifle [Clan]	6. [Gauss Rifle [Clan]
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	12 (24)
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

Heat Scale
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