

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **ON1-K ORION KERENSKY**

Movement Points: **Tonnage: 75**
 Walking: 4 **Tech Base: Inner Sphere**
 Running: 6 **2750**
 Jumping: 0

Weapons & Equipment Inventory (hexes)

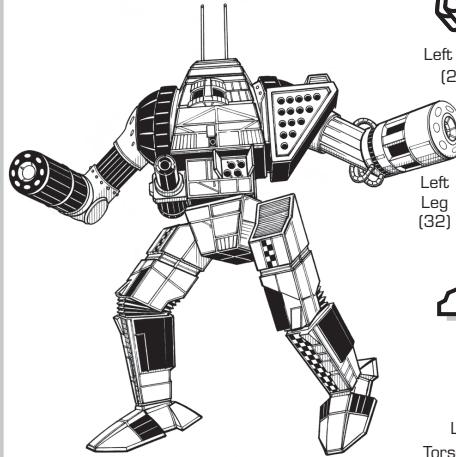
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	—	3	6	9
1	Medium Laser	LA	3	5	—	3	6	9
1	Gauss Rifle	RT	1	15	2	7	15	22
1	Snub-Nose PPC	LT	10	10/8/5	—	9	13	15
1	SRM 4 w/Artemis	LT	3	2/Msl	—	3	6	9
				[M,C,S]				

WARRIOR DATA

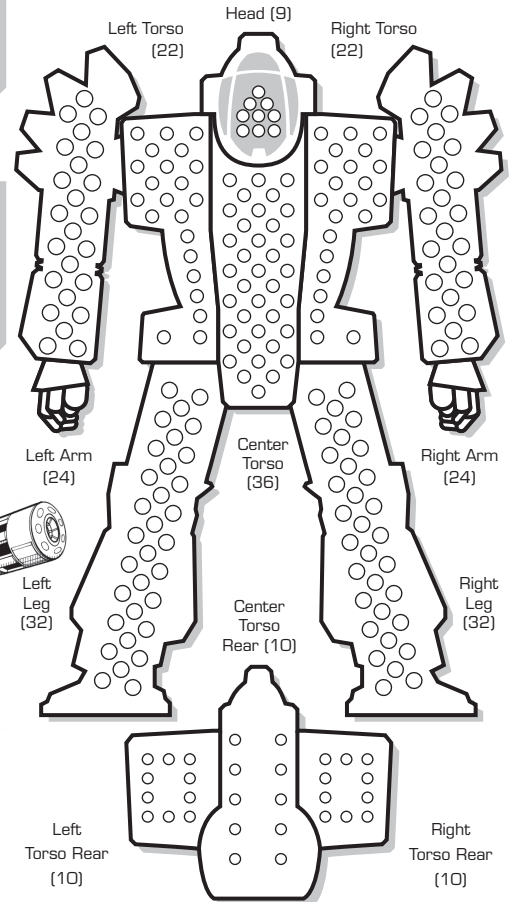
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Medium Laser
- 5. Roll Again
- 6. Roll Again

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. Snub-Nose PPC
- 2. Snub-Nose PPC
- 1-3 3. SRM 4
- 4. Artemis IV FCS
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4-6 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Head

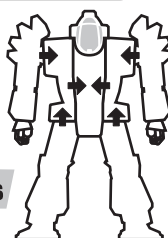
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 1-3 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4-6 4. Fusion Engine
- 5. Ferro-Fibrous
- 6. Roll Again

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



Damage Transfer Diagram

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Medium Laser
- 5. Roll Again
- 6. Roll Again

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Torso

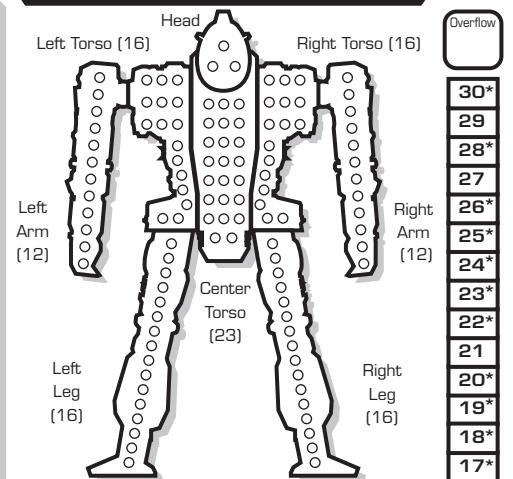
- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle

- 1. Gauss Rifle
- 2. Ammo (Gauss) 8
- 3. Ammo (Gauss) 8
- 1-3 4. Ammo (SRM) 25
- 5. CASE
- 4-6 6. Ferro-Fibrous

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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	○

Heat Scale

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