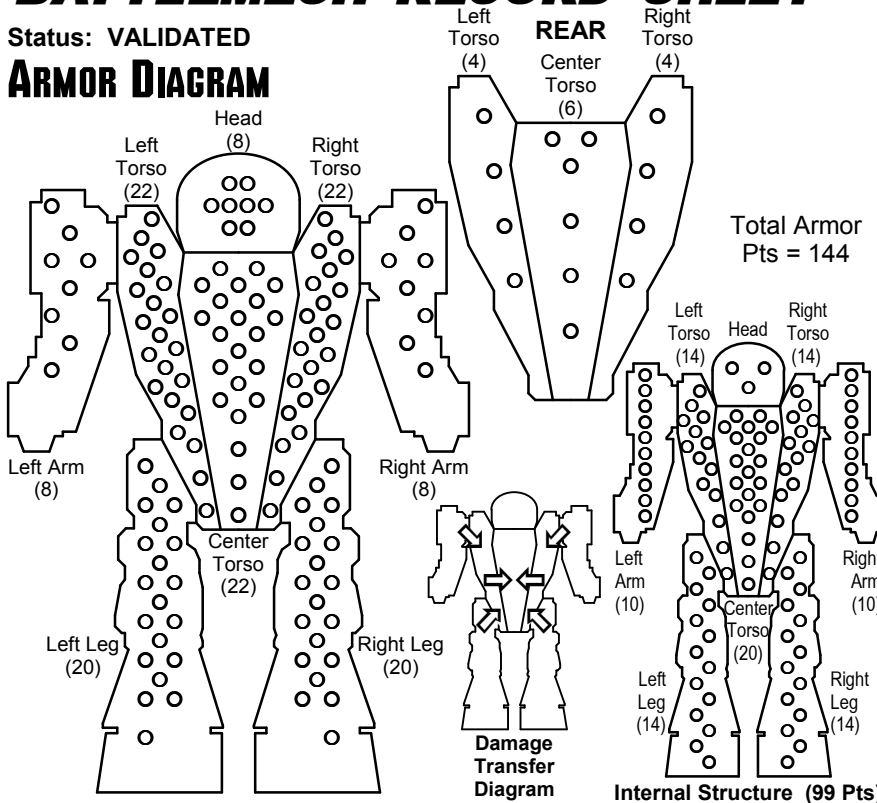


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Ostroc OSR-2C**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RT	3	2/hit	-	3	6	9
1	Large Laser	RT	8	8	-	5	10	15
1	Large Laser	LT	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9

Ammo Type: SRM 4 Rounds: 25 BV: 7

Total Heat Sinks: 15 Single

○○○○○○○○○○ ○○○○

Auto Eject: Operational Disabled Weapon Heat: (25)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Roll Again
- Roll Again
- Roll Again

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

Left Torso

- 1 Large Laser
- 2 Large Laser
- 1-3 3 Medium Laser
- 4 Roll Again
- 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 Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- 6 Roll Again

Head

- 1 Life Support
- 2 Sensors
- 3 Cockpit
- 4 Single Heat Sink
- 5 Sensors
- 6 Life Support

Center Torso

- 1-3 1 Fusion Engine
- 2 Fusion Engine
- 3 Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 4 Fusion Engine
- 5 Ammo (SRM 4) 25
- 6 Roll Again

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

Battle Value: **951**
 Weapon Value: **818 / 818**
 Cost, C-Bills: **5,025,600**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4 Roll Again
- 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 SRM 4
- 2 Large Laser
- 1-3 3 Large Laser
- 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 Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- 6 Roll Again

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

