

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Ostrocy OSR-4K

Movement Points:	Tonnage: 60
Walking: 4	Tech Base: Inner Sphere
Running: 6	Rules Level: Standard
Jumping: 6	Role: Skirmisher
Engine Type: 240 Fusion	

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	LT	10	10/8/5 [DE,V]	—	9	13	15
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Snub-Nose PPC	RT	10	10/8/5 [DE,V]	—	9	13	15
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12

BV: 1,490



WARRIOR DATA

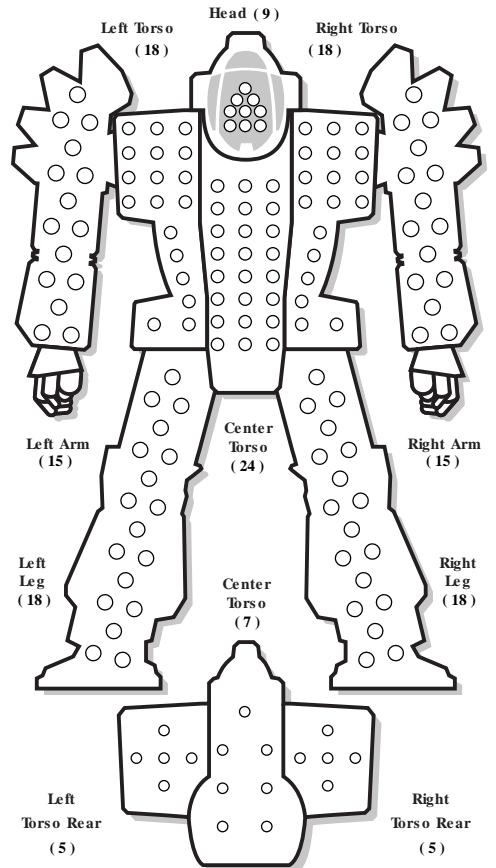
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

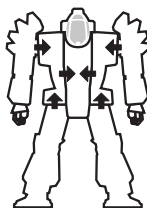
Standard Armor



CRITICAL TABLE

Left Arm		Head		Right Arm	
1. Shoulder	1. Life Support	1. Shoulder	2. Sensors	1. Shoulder	2. Upper Arm Actuator
2. Upper Arm Actuator	3. Cockpit	2. Upper Arm Actuator	4. Roll Again	3. Lower Arm Actuator	3. Lower Arm Actuator
3. Lower Arm Actuator	5. Sensors	3. Lower Arm Actuator	6. Life Support	4. Hand Actuator	4. Hand Actuator
4. Hand Actuator		4. Hand Actuator		5. Double Heat Sink	5. Double Heat Sink
5. Double Heat Sink		5. Double Heat Sink		6. Double Heat Sink	6. Double Heat Sink
6. Double Heat Sink					
Center Torso		Right Torso			
1. Double Heat Sink	1. Fusion Engine	1. Double Heat Sink	2. Endo Steel	1. Double Heat Sink	2. Endo Steel
2. Endo Steel	2. Fusion Engine	2. Endo Steel	3. Endo Steel	2. Endo Steel	3. Endo Steel
3. Endo Steel	3. Fusion Engine	3. Endo Steel	4. Roll Again	3. Endo Steel	4. Roll Again
4. Roll Again	4. Heavy Duty Gyro	4. Roll Again	5. Roll Again	4. Roll Again	5. Roll Again
5. Roll Again	5. Heavy Duty Gyro	5. Roll Again	6. Roll Again	5. Roll Again	6. Roll Again
6. Roll Again	6. Heavy Duty Gyro	6. Roll Again		6. Roll Again	
		Right Torso			
		1. Improved Jump Jet	2. Improved Jump Jet	1. Improved Jump Jet	2. Improved Jump Jet
		3. Improved Jump Jet	4. Improved Jump Jet	3. Improved Jump Jet	4. Improved Jump Jet
		5. Snub-Nose PPC	6. Snub-Nose PPC	5. Snub-Nose PPC	6. Snub-Nose PPC
		1. ER Medium Laser	2. Endo Steel	1. ER Medium Laser	2. Endo Steel
		3. Endo Steel	4. Endo Steel	3. Endo Steel	4. Endo Steel
		5. Endo Steel	6. Roll Again	5. Endo Steel	6. Roll Again
Left Torso		Left Leg		Right Leg	
1. Improved Jump Jet	1. Hip	1. Hip	2. Upper Leg Actuator	1. Hip	2. Upper Leg Actuator
2. Improved Jump Jet	3. Lower Leg Actuator	2. Upper Leg Actuator	3. Lower Leg Actuator	2. Upper Leg Actuator	3. Lower Leg Actuator
3. Improved Jump Jet	4. Foot Actuator	3. Lower Leg Actuator	4. Foot Actuator	3. Lower Leg Actuator	4. Foot Actuator
4. Improved Jump Jet	5. Improved Jump Jet	4. Foot Actuator	5. Improved Jump Jet	4. Foot Actuator	5. Improved Jump Jet
5. Snub-Nose PPC	6. Improved Jump Jet	5. Improved Jump Jet	6. Improved Jump Jet	5. Improved Jump Jet	6. Improved Jump Jet
6. Snub-Nose PPC		6. Improved Jump Jet		6. Improved Jump Jet	

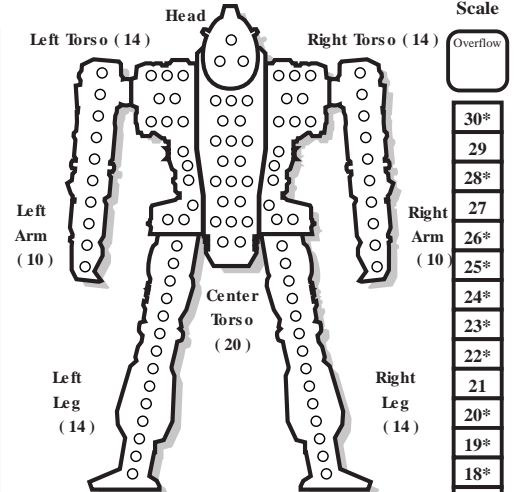
Engine Hits	○○○
Gyro Hits	○○○
Sensor Hits	○○○
Life Support	○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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:
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	