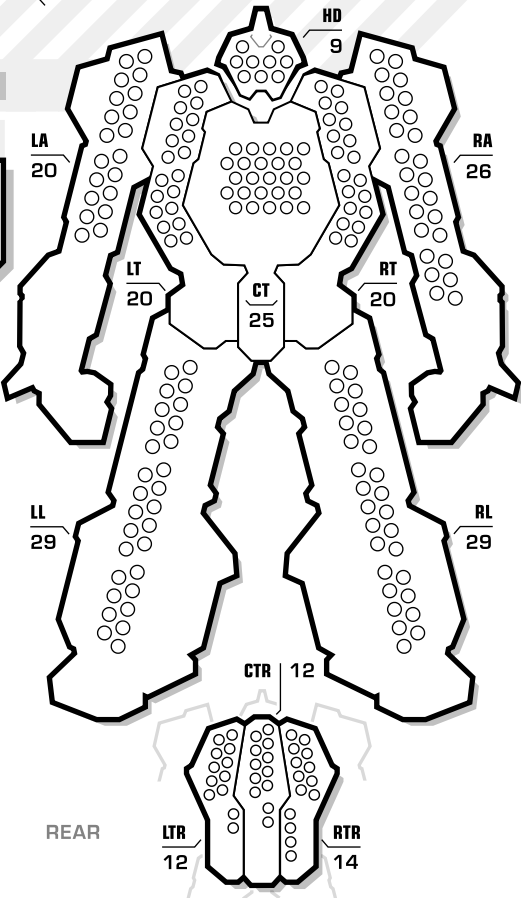


ORCA

SHUTDOWN ☐ ☐ K.O

PRONE ☐

STANDARD ARMOR



OVERVIEW

MOVEMENT:

Walking: 3
Running: 5
Jumping: 3

TONS: 80

YEAR: 2765

TECH: Inner Sphere

INVENTORY & ATTACKS

#	Type	Loc	Ht	Dmg	Min	Sh	Md	Lng
1	Autocannon 20	RT A	7	20	—	3	6	9
1	Medium Laser	LT	3	5	—	3	6	9
1	Medium Laser	RT	3	5	—	3	6	9
1	Small Pulse Laser	HD	2	3	—	1	2	3
1	LB 10-X AC (Cluster)	RT	2	1 c1	—	6	12	18
1	Guardian ECM	LA	0	—	—	—	—	6

PUNCH	LA	8	1
PUNCH	RA	8	1
KICK	Front	16	1
PUSH	Forward	0	1
DFA	●	24 c5	3
CHARGE		8 x dst c5	

PILOT

SKILLS: Gunnery: 4 Piloting: 5

HITS: AVOID K.O. 3+ 5+ 7+ 10+ 11+ X

	Lft	Fnt	Rt	Cluster
12	HD	HD	HD	10
11	RL	LA	LL	10
10	RA	LA	LA	8
9	RT	LL	LT	8
8	CT	LT	CT	6
7	LT	CT	RT	6
6	LL	RT	RL	6
5	LA	RL	RA	6
4	LA	RA	RA	4
3	LL	RA	RL	3
2	LT*	CT*	RT*	3

	Punch			Kick
6	HD	HD	HD	LL
5	LA	RA	RA	LL
4	LA	RT	RA	LL
3	CT	CT	CT	RL
2	LT	LT	RT	RL
1	LT	LA	RT	RL

CRITICAL HIT TABLE

Left Arm

- 1-3, 1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink
- 4-6, 1. Double Heat Sink
2. Guardian ECM
3. Guardian ECM
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

- 1-3, 1. Jump Jet
2. Medium Laser
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
- 4-6, 1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Pulse Laser
5. Sensors
6. Life Support

Center Torso

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

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

Critical Hit Chance

2 - 7	0
8 - 9	1
10 - 11	2
12	3 / Limb Blown Off

Right Arm

- 1-3, 1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Autocannon 20 (Split)
6. Autocannon 20 (Split)
- 4-6, 1. Autocannon 20 (Split)
2. Autocannon 20 (Split)
3. Autocannon 20 (Split)
4. Autocannon 20 (Split)
5. Autocannon 20 (Split)
6. Autocannon 20 (Split)

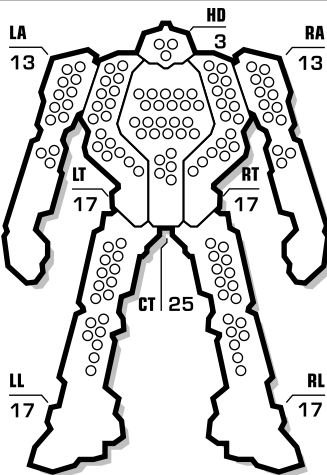
Right Torso

- 1-3, 1. Autocannon 20 (Split)
2. Autocannon 20 (Split)
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC
- 4-6, 1. LB 10-X AC
2. LB 10-X AC
3. Medium Laser
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

STANDARD INTERNAL STRUCTURE



SINKS

14 (28)
Double

○○○○
○○○○
○○○○
○○○○
○○○○
○○○○

Heat Level*

30
28
26
25
24
23
22
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Heat Effects

- Shutdown
Ammo Exp. avoid on 8+
Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire
Ammo Exp. avoid on 6+
Shutdown, avoid on 8+
-4 Movement Points
Ammo Exp. avoid on 4+
Shutdown, avoid on 6+
+3 Modifier to Fire
-3 Movement Points
Shutdown, avoid on 4+
+2 Modifier to Fire
-2 Movement Points
+1 Modifier to Fire
-1 Movement Points

Heat Scale

Overflow
00

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

