CUSTOM: LRMX STORMPOD

ORCA

SHUTDOWN ☐ ☐ K.O PRONE ☐

OVERVIEW

MOVEMENT:
Walking: 3
Running: 5 (6)
Jumping: 0

+1
+2
+3

TONS: 85
YEAR: 2764
TECH: Inner Sphere

INVENTORY & ATTACKS

+* +0 +2 +4

#	Type	Loc	Ht	Dmg	Min	Sh	Md	Lng
−2 1	Large Pulse Laser	RA	10	9	—	3	7	10
1	LRM 20 (OS)	LT	6	1 c5	6	7	14	21
1	LRM 20 (OS)	RT	6	1 c5	6	7	14	21
1	LRM 5	LA	2	1 c5	6	7	14	21
1	LRM 5	RA	2	1 c5	6	7	14	21
1	Medium Laser	LA	3	5	—	3	6	9
1	Beagle Active Probe	CT	0	—	—	—	—	4

	PUNCH	LA	9	1
	PUNCH	RA	9	1
−2	KICK	Front	17	1
−1	PUSH	Forward	0	1
vs.	CHARGE	8½ x dst, round up, c5		

PILOT

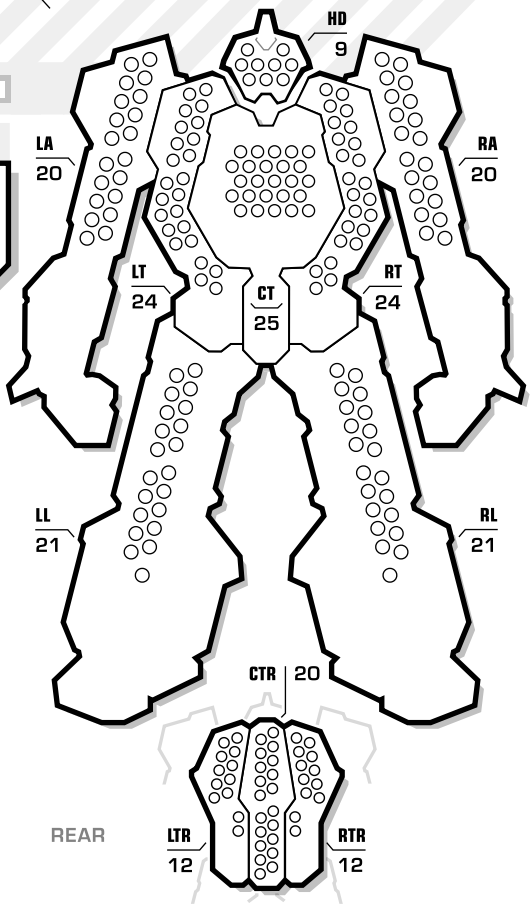
SKILLS: Gunnery: 4 Piloting: 5

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

	Lft	Fnt	Rt	Cluster
12	HD	HD	HD	5 20
11	RL	LA	LL	5 20
10	RA	LA	LA	4 16
9	RT	LL	LT	4 16
8	CT	LT	CT	3 12
7	LT	CT	RT	3 12
6	LL	RT	RL	3 12
5	LA	RL	RA	3 12
4	LA	RA	RA	2 9
3	LL	RA	RL	2 6
2	LT*	CT*	RT*	1 6

	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

STANDARD ARMOR



CRITICAL HIT TABLE

Left Arm

1–3, 1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 5
6. MASC

4–6, 1. MASC
2. MASC
3. MASC
4. Medium Laser
5. Roll Again
6. Roll Again

Left Torso

1–3, 1. LRM 20 (OS)
2. LRM 20 (OS)
3. LRM 20 (OS)
4. LRM 20 (OS)
5. LRM 20 (OS)
6. Double Heat Sink

4–6, 1. Double Heat Sink
2. Double Heat Sink
3. Ammo (LRM 5) 24
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

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. Roll Again
5. Sensors
6. Life Support

Center Torso

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

4–6, 1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Beagle Active Probe
6. Beagle Active Probe

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. LRM 5
6. Large Pulse Laser

4–6, 1. Large Pulse Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

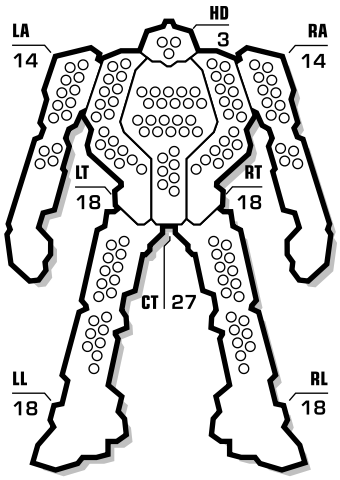
1–3, 1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. LRM 20 (OS)
5. LRM 20 (OS)
6. LRM 20 (OS)

4–6, 1. LRM 20 (OS)
2. LRM 20 (OS)
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Ammo (LRM 5) 24

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*	Heat Effects
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

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

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