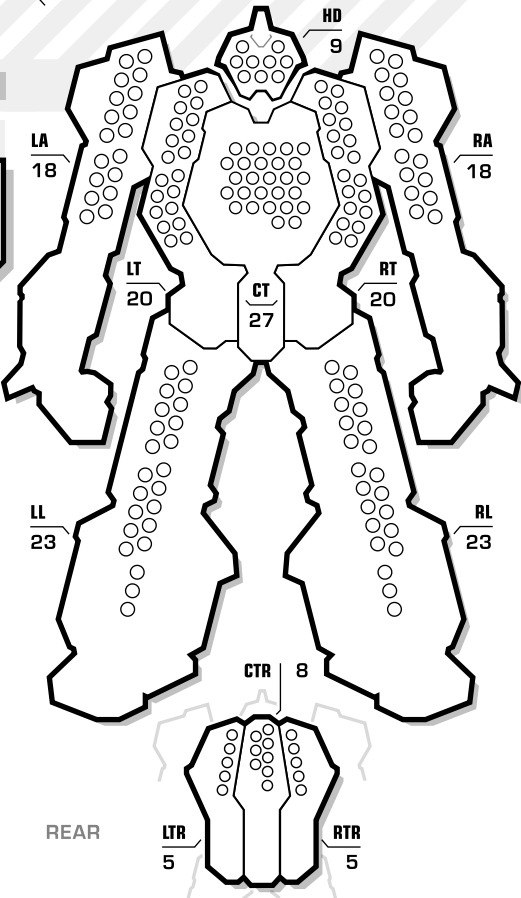


ORCA

SHUTDOWN ☐ ☐ K.O

PRONE ☐

STANDARD ARMOR



OVERVIEW

MOVEMENT:

Walking: 4

Running: 6 (8)

Jumping: 0

TONS: 85

YEAR: 2764

TECH: Inner Sphere

INVENTORY & ATTACKS

+* +0 +2 +4

#	Type	Loc	Ht	Dmg	Min	Sh	Md	Lng
1	LRM 20	LT	6	1 c5	6	7	14	21
1	LRM 20	RT	6	1 c5	6	7	14	21
1	Ultra AC/5	RA	1	5 r2	2	6	13	20
1	LRM 5	LT	2	1 c5	6	7	14	21
1	LRM 5	RT	2	1 c5	6	7	14	21

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

PILOT

SKILLS: Gunnery: 4

Piloting: 5

HITS:

AVOID K.O.

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

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

CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- 1-3, 1. XL Engine
2. XL Engine
3. XL Engine
4. LRM 20
5. LRM 20
6. LRM 20

- 4-6, 1. LRM 20
2. LRM 20
3. LRM 5
4. Ammo (LRM 20) 6
5. Roll Again
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. Roll Again
5. Sensors
6. Life Support

Center Torso

- 1-3, 1. XL Engine
2. XL Engine
3. XL 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. Double Heat Sink
6. Double Heat Sink

- 4-6, 1. Double Heat Sink
2. Ultra AC/5
3. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. Ultra AC/5

Right Torso

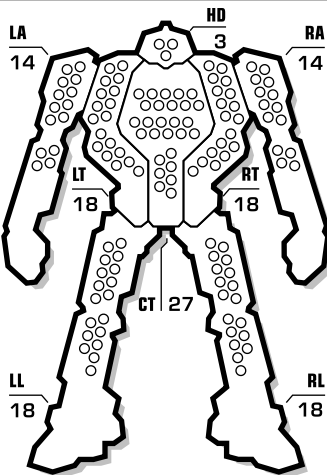
- 1-3, 1. XL Engine
2. XL Engine
3. XL Engine
4. LRM 20
5. LRM 20
6. LRM 20

- 4-6, 1. LRM 20
2. LRM 20
3. LRM 5
4. Ammo (LRM 5) 24
5. Ammo (U-AC/5) 20
6. Roll Again

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

15

14

13

10

8

5

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

