

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Dragonfly (Viper) G  
Movement Points: Tonnage: 40  
Walking: 8 Tech Base: Clan  
Running: 12 Rules Level: Standard  
Jumping: 8 Role: Striker  
Engine Type: 320 XL

Weapons & Equipment Inventory (hexes)

| Qty | Type               | Loc | Ht | Dmg         | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|-------------|-----|-----|-----|-----|
| 1   | Plasma Cannon      | LA  | 7  | [DE,H,AI]   | —   | 6   | 12  | 18  |
| 4   | AP Gauss Rifle     | RA  | 1  | 3 [DB,AI,X] | —   | 3   | 6   | 9   |
| 1   | Heavy Medium Laser | LT  | 7  | 10 [DE]     | —   | 3   | 6   | 9   |
| 1   | Light Active Probe | CT  | —  | [E]         | —   | —   | —   | 3   |

Ammo: (AP Gauss) 40, (Plasma Cannon) 10

BV: 1,568



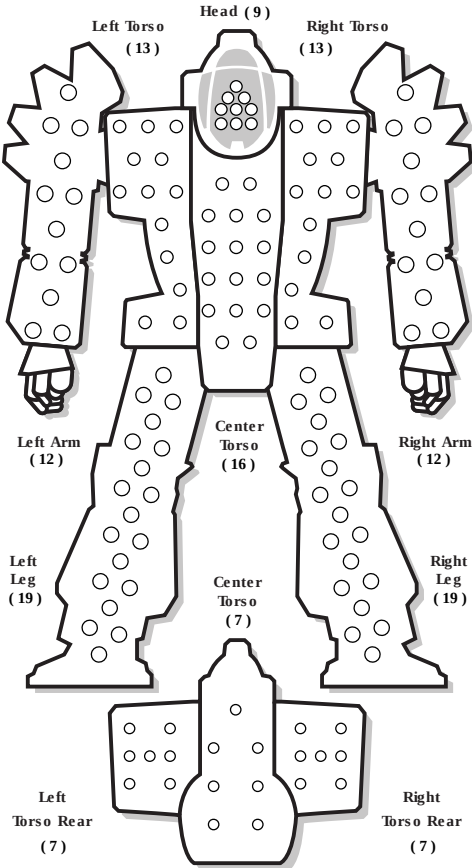
WARRIOR DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken  
Consciousness #

|   |   |   |    |    |      |
|---|---|---|----|----|------|
| 1 | 2 | 3 | 4  | 5  | 6    |
| 3 | 5 | 7 | 10 | 11 | Dead |

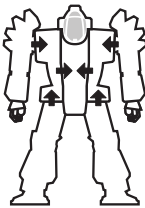
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

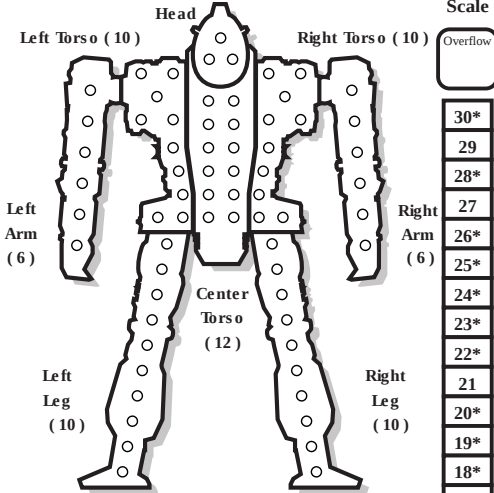
| Left Arm   |                            | Head         |                       | Right Arm (CASE)          |                       |
|------------|----------------------------|--------------|-----------------------|---------------------------|-----------------------|
| 1-3        | 1. Shoulder                | 1-3          | 1. Life Support       | 1-3                       | 1. Shoulder           |
|            | 2. Upper Arm Actuator      |              | 2. Sensors            |                           | 2. Upper Arm Actuator |
|            | 3. Lower Arm Actuator      |              | 3. Cockpit            |                           | 3. AP Gauss Rifle     |
|            | 4. Hand Actuator           |              | 4. Ferro-Fibrous      |                           | 4. AP Gauss Rifle     |
|            | 5. Plasma Cannon           |              | 5. Sensors            |                           | 5. AP Gauss Rifle     |
|            | 6. Ammo (Plasma Cannon) 10 |              | 6. Life Support       |                           | 6. AP Gauss Rifle     |
| Left Torso |                            | Center Torso |                       | Right Torso               |                       |
| 1-3        | 1. Ferro-Fibrous           | 1-3          | 1. XL Fusion Engine   | 1-3                       | 1. Ammo (AP Gauss) 40 |
|            | 2. Ferro-Fibrous           |              | 2. XL Fusion Engine   |                           | 2. Ferro-Fibrous      |
|            | 3. Roll Again              |              | 3. XL Fusion Engine   |                           | 3. Ferro-Fibrous      |
|            | 4. Roll Again              |              | 4. Gyro               |                           | 4. Roll Again         |
|            | 5. Roll Again              |              | 5. Gyro               |                           | 5. Roll Again         |
|            | 6. Roll Again              |              | 6. Gyro               |                           | 6. Roll Again         |
| Left Leg   |                            | Right Leg    |                       | Engine Hits               |                       |
| 1-3        | 1. Hip                     | 1-3          | 1. Gyro               | ○○○                       |                       |
|            | 2. Upper Leg Actuator      |              | 2. XL Fusion Engine   | Gyro Hits ○○○             |                       |
|            | 3. Lower Leg Actuator      |              | 3. XL Fusion Engine   | Sensor Hits ○○○           |                       |
|            | 4. Foot Actuator           |              | 4. XL Fusion Engine   | Life Support ○            |                       |
|            | 5. Jump Jet                |              | 5. Light Active Probe |                           |                       |
|            | 6. Jump Jet                |              | 6. Endo Steel         |                           |                       |
| Left Torso |                            | Right Torso  |                       | Endo Steel                |                       |
| 1-3        | 1. XL Fusion Engine        | 1-3          | 1. Gyro               | 1. Endo Steel             |                       |
|            | 2. XL Fusion Engine        |              | 2. XL Fusion Engine   | 2. Ferro-Fibrous          |                       |
|            | 3. Jump Jet                |              | 3. XL Fusion Engine   | 3. Roll Again             |                       |
|            | 4. Jump Jet                |              | 4. Light Active Probe | 4. Roll Again             |                       |
|            | 5. Heavy Medium Laser      |              | 5. Endo Steel         | 5. Roll Again             |                       |
|            | 6. Heavy Medium Laser      |              | 6. Endo Steel         | 6. Roll Again             |                       |
| Left Leg   |                            | Right Leg    |                       | Heat Data                 |                       |
| 1-3        | 1. Hip                     | 1-3          | 1. Hip                | Heat Level* Effects       |                       |
|            | 2. Upper Leg Actuator      |              | 2. Upper Leg Actuator | 30 Shutdown               |                       |
|            | 3. Lower Leg Actuator      |              | 3. Lower Leg Actuator | 28 Ammo Exp, avoid on 8+  |                       |
|            | 4. Foot Actuator           |              | 4. Foot Actuator      | 26 Shutdown, avoid on 10+ |                       |
|            | 5. Jump Jet                |              | 5. Jump Jet           | 25 -5 Movement Points     |                       |
|            | 6. Jump Jet                |              | 6. Jump Jet           | 24 +4 Modifier to Fire    |                       |



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: 10 (20) |
|-------------|------------------------|----------------------------|
| 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     | ○                          |