

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Fenris (Ice Ferret) A

Movement Points: Tonnage: 45
Walking: 8 Tech Base: Clan
Running: 12 Rules Level: Standard
Jumping: 0 Role: Striker
Engine Type: 360 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 2-X AC	LA	1	2 [DB,C/F/S]	4	10	20	30
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Anti-Missile System	RA	1	[PB]	—	1	—	—
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15

Ammo: (AMS) 24, (LB-2X) 45

BV: 1,281



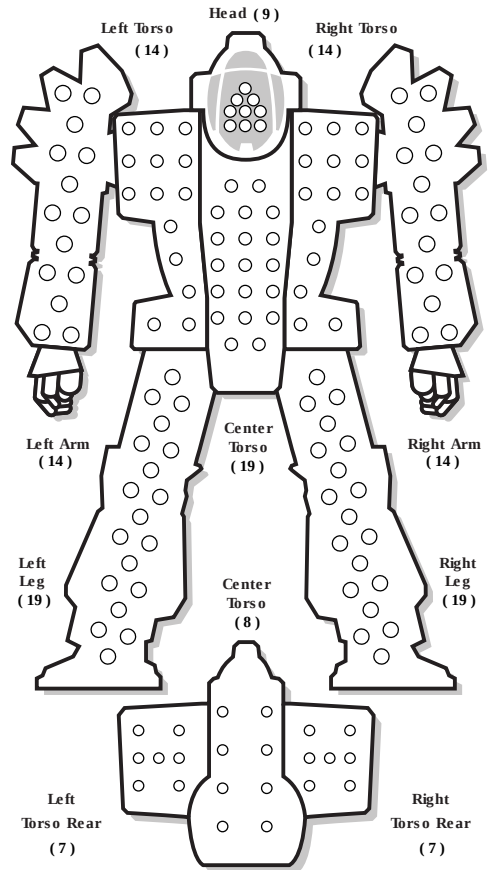
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

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

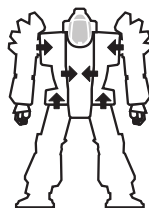
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

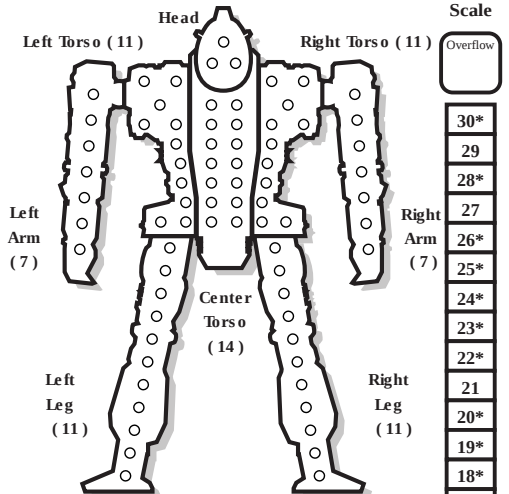
Left Arm (CASE)		Head		Right Arm (CASE)	
1-3	1. Shoulder 2. Upper Arm Actuator 3. LB 2-X AC 4. LB 2-X AC 5. LB 2-X AC 6. Ammo (LB-2X) 45	1-3	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Medium Laser 6. Anti-Missile System
Left Torso		Center Torso		Right Torso	
1-3	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1-3	1. Ammo (AMS) 24 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
4-6	1. XL Fusion Engine 2. XL Fusion Engine 3. Endo Steel 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Roll Again	4-6	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. ER Medium Laser 6. Endo Steel	4-6	1. XL Fusion Engine 2. XL Fusion Engine 3. Endo Steel 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Roll Again
Left Leg		Engine Hits		Right Leg	
1-3	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1-3	Engine Hits ○○○○ Gyro Hits ○○○○ Sensor Hits ○○○○ Life Support ○	1-3	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	4-6		4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○