

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Fenris (Ice Ferret) Prime
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 (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Streak SRM 2	RA	2	2/Msl [M,C]	—	4	8	12
1	Active Probe	CT	—	[E]	—	—	—	5

Ammo: (Streak SRM 2) 50

BV: 1,657



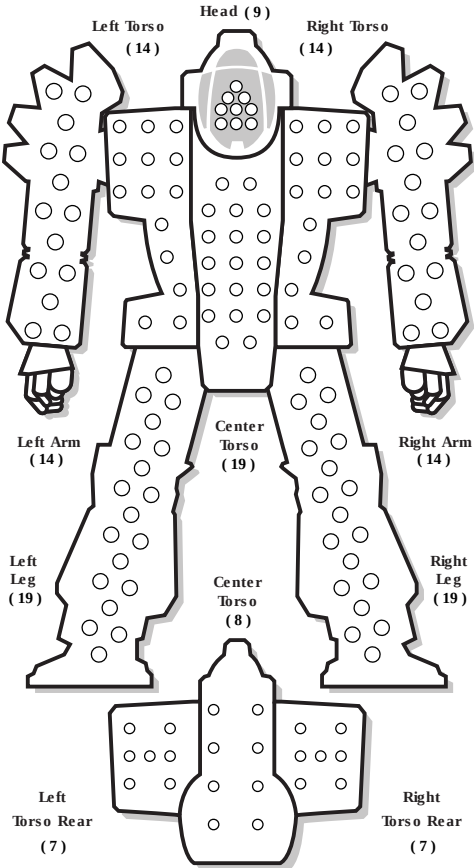
WARRIOR DATA

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

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

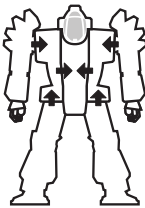
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

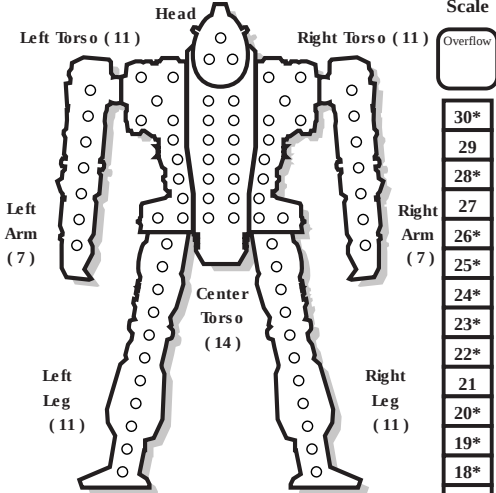
Left Arm		Head		Right Arm (CASE)	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. ER PPC		3. Cockpit		3. Lower Arm Actuator
	4. ER PPC		4. Ferro-Fibrous		4. Hand Actuator
	5. ER Small Laser		5. Sensors		5. Streak SRM 2
	6. Ferro-Fibrous		6. Life Support		6. Ammo (Streak SRM 2) 50
Left Torso		Center Torso		Right Torso	
1-3	1. Roll Again	1-3	1. XL Fusion Engine	1-3	1. Ferro-Fibrous
	2. Roll Again		2. XL Fusion Engine		2. Roll Again
	3. Roll Again		3. XL Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
4-6	1. XL Fusion Engine	4-6	1. Gyro	4-6	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. Endo Steel		3. XL Fusion Engine		3. Endo Steel
	4. Ferro-Fibrous		4. XL Fusion Engine		4. Ferro-Fibrous
	5. Ferro-Fibrous		5. Active Probe		5. Ferro-Fibrous
	6. Roll Again		6. Endo Steel		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	Gyro Hits ○○○○	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits ○○○○	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support ○	
	4. Foot Actuator		4. Foot Actuator		
	5. Endo Steel		5. Endo Steel		
	6. 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	○○○

Heat Scale

Heat Scale	Overflow
30*	Overflow
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	