

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Gladiator (Executioner) P
Movement Points: Tonnage: 95
Walking: 4 Tech Base: Clan
Running: 6 [8] Rules Level: Standard
Jumping: 4 Role: Skirmisher
Engine Type: 380 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
1	HAG/30	RA	6	30 [C,F,X]	2	8	16	24
3	Heavy Medium Laser	LT	7	10 [DE]	—	3	6	9
1	LRM 10	RT	4	1/Msl [M,C,S]	—	7	14	21

Ammo: (HAG/30) 12, (LRM 10) 12, (Plasma Cannon) 10

BV: 3,022

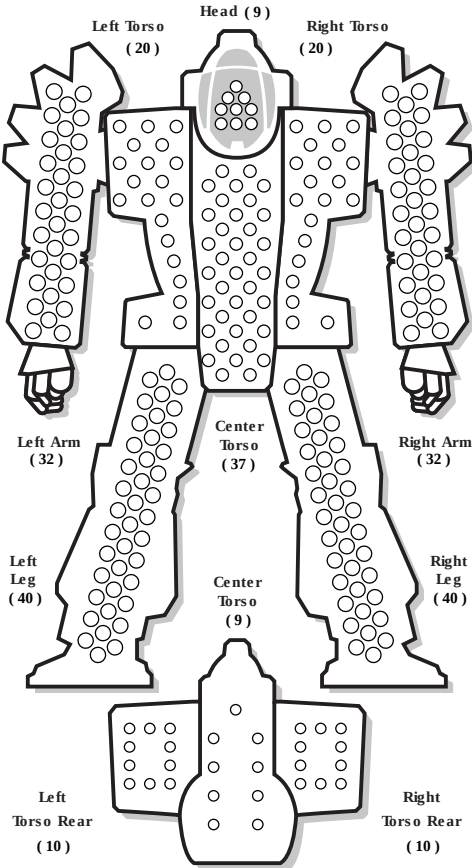
WARRIOR DATA

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

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

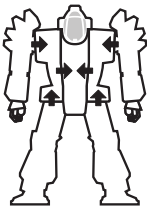
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

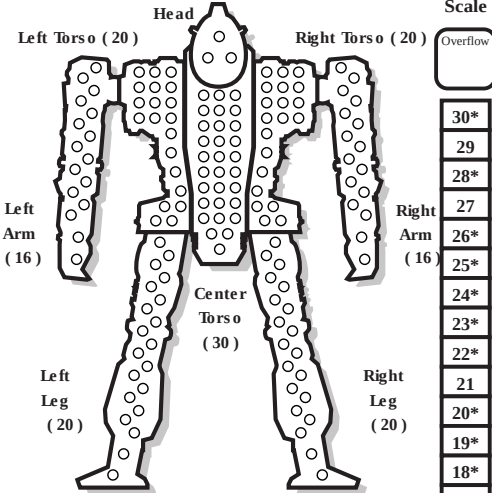
Left Arm		Head		Right Arm (CASE)	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. HAG/30
	4. Hand Actuator		4. Ferro-Fibrous		4. HAG/30
	5. Plasma Cannon		5. Sensors		5. HAG/30
	6. Ammo (Plasma Cannon) 10		6. Life Support		6. HAG/30
Left Torso		Center Torso		Right Torso (CASE)	
1-3	1. Ferro-Fibrous	1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. Roll Again		2. XL Fusion Engine		2. XL Fusion Engine
	3. Roll Again		3. XL Fusion Engine		3. Double Heat Sink
	4. Roll Again		4. Gyro		4. Double Heat Sink
	5. Roll Again		5. Gyro		5. LRM 10
	6. Roll Again		6. Ferro-Fibrous		6. Ammo (HAG/30) 4
4-6	1. Heavy Medium Laser	4-6	1. Gyro	4-6	1. Ammo (HAG/30) 4
	2. Heavy Medium Laser		2. XL Fusion Engine		2. Ammo (HAG/30) 4
	3. Heavy Medium Laser		3. XL Fusion Engine		3. Ammo (LRM 10) 12
	4. Heavy Medium Laser		4. Ferro-Fibrous		4. Ferro-Fibrous
	5. Heavy Medium Laser		5. Ferro-Fibrous		5. Ferro-Fibrous
	6. Heavy Medium Laser		6. Ferro-Fibrous		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. Jump Jet		5. Jump Jet		
	6. Jump Jet		6. Jump Jet		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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*	○
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	○