

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Uller (Kit Fox) H
Movement Points: Tonnage: 30
Walking: 6 Tech Base: Clan
Running: 9 Rules Level: Standard
Jumping: 0 Role: Striker
Engine Type: 180 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22

Ammo: (Gauss) 16

BV: 1,206



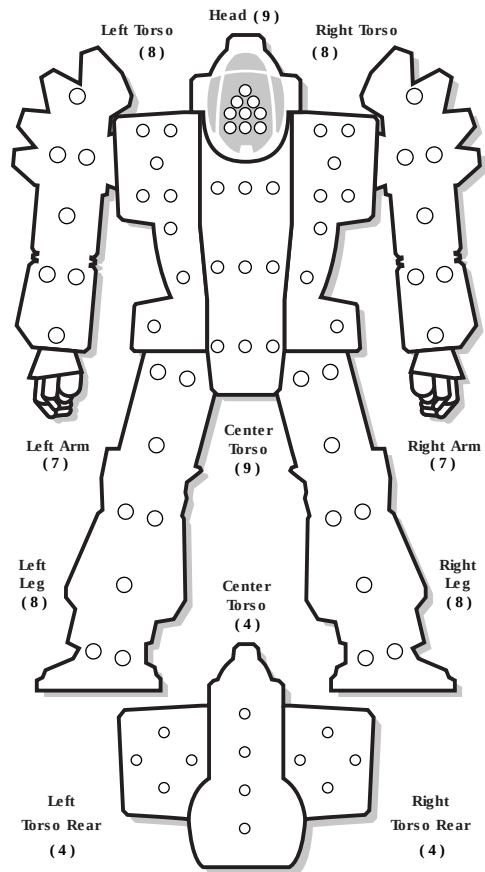
WARRIOR DATA

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

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

ARMOR DIAGRAM

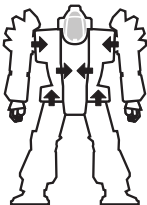
Ferro-Fibrous



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. Gauss Rifle
	4. Hand Actuator		4. Ferro-Fibrous		4. Gauss Rifle
	5. Heavy Medium Laser		5. Sensors		5. Gauss Rifle
	6. Heavy Medium Laser		6. Life Support		6. Gauss Rifle
Center Torso		Left Torso		Right Torso	
4-6	1. Heavy Medium Laser	4-6	1. XL Fusion Engine	1-3	1. Gauss Rifle
	2. Heavy Medium Laser		2. XL Fusion Engine		2. Gauss Rifle
	3. Endo Steel		3. XL Fusion Engine		3. Ammo (Gauss) 8
	4. Ferro-Fibrous		4. Gyro		4. Ammo (Gauss) 8
	5. Roll Again		5. Gyro		5. Endo Steel
	6. Roll Again		6. Gyro		6. Ferro-Fibrous
Left Torso		Right Torso		Left Leg	
1-3	1. XL Fusion Engine	1-3	1. Gyro	4-6	1. Hip
	2. XL Fusion Engine		2. XL Fusion Engine		2. Upper Leg Actuator
	3. Double Heat Sink		3. XL Fusion Engine		3. Lower Leg Actuator
	4. Double Heat Sink		4. Double Heat Sink		4. Foot Actuator
	5. Double Heat Sink		5. Double Heat Sink		5. Roll Again
	6. Double Heat Sink		6. Double Heat Sink		6. Roll Again
Right Torso		Left Leg		Right Leg	
4-6	1. Endo Steel	4-6	1. Hip	4-6	1. Hip
	2. Endo Steel		2. Upper Leg Actuator		2. Upper Leg Actuator
	3. Ferro-Fibrous		3. Lower Leg Actuator		3. Lower Leg Actuator
	4. Ferro-Fibrous		4. Foot Actuator		4. Foot Actuator
	5. Roll Again		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again

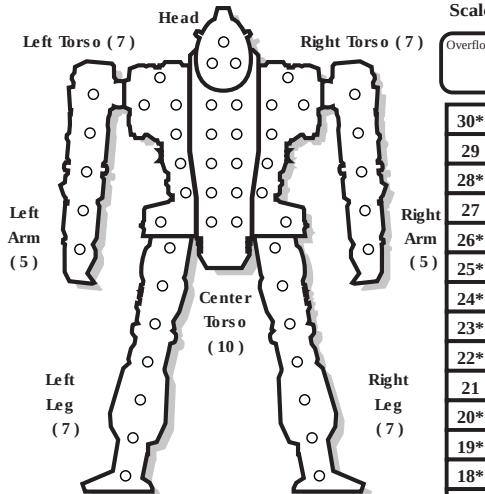
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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20*
19*
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