BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Uller (Kit Fox) S

Movement Points:
Walking: 6
Running: 9
Jumping: 6
Engine Type: 180 XL

Tonnage: 30
Tech Base: Clan
Rules Level: Standard
Role: Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Streak SRM 4	LA	3	2/Msl [M,C]	—	4	8	12
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Small Pulse Laser	RA	2	3 [P,AI]	—	2	4	6
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 100, (Streak SRM 4) 25

BV: 1,303

WARRIOR DATA

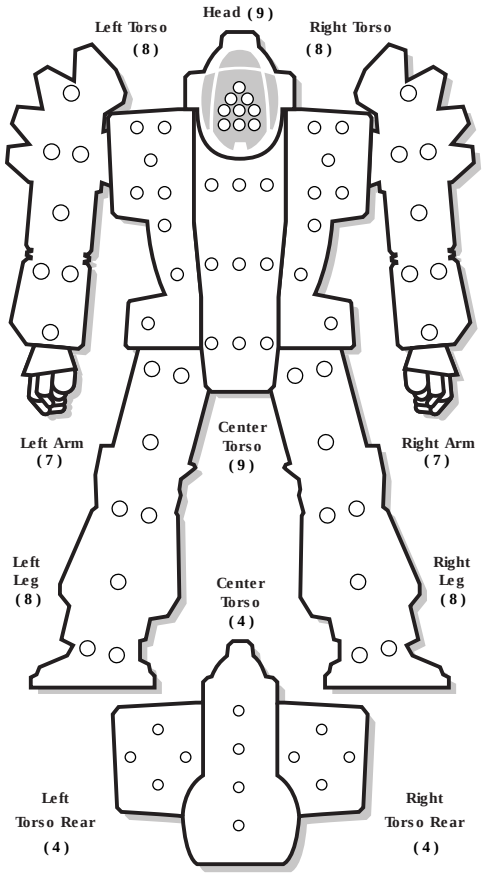
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

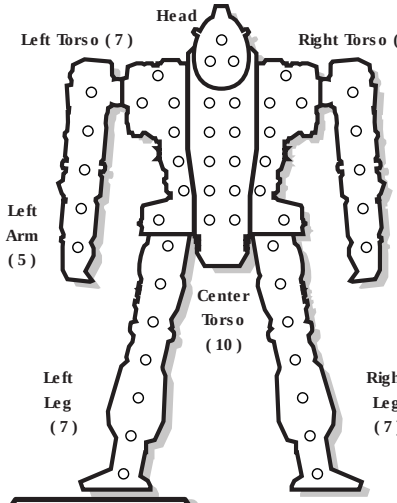
ARMOR DIAGRAM

Ferro-Fibrous



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

CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Streak SRM 4

4-6
1. Ammo (Streak SRM 4) 25
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Machine Gun
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

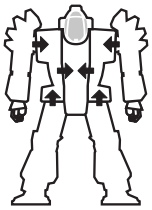
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Large Pulse Laser
4. Large Pulse Laser
5. Small Pulse Laser
6. Endo Steel

4-6
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Machine Gun
5. Ammo (Machine Gun) 100
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

HEAT DATA

Double Heat Sinks: 10 (20)

Heat Level*	Effects	
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	

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