

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Linebacker H
Movement Points:
Walking: 6
Running: 9
Jumping: 6
Engine Type: 390 XL
Tonnage: 65
Tech Base: Clan
Rules Level: Standard
Role: Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	LA	18	16 [DE]	—	5	10	15
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6

BV: 2,097



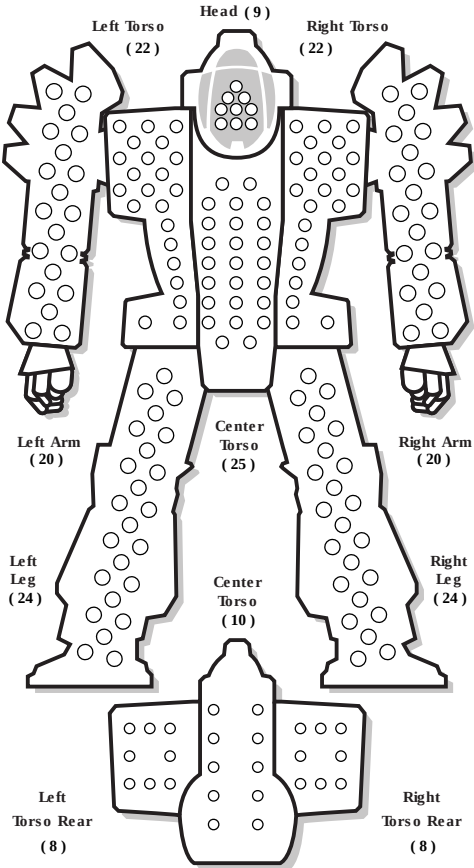
WARRIOR DATA

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
- Shoulder
 - Upper Arm Actuator
 - Heavy Large Laser
 - Heavy Large Laser
 - Heavy Large Laser
 - Endo Steel

- Center Torso
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Torso
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet

- Right Torso
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - ER Medium Laser

- Left Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Ferro-Fibrous

- Head
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support

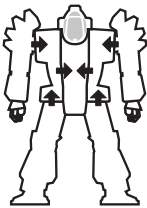
- Right Arm
- Shoulder
 - Upper Arm Actuator
 - Heavy Large Laser
 - Heavy Large Laser
 - Heavy Large Laser
 - Endo Steel

- Center Torso
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Right Torso
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - ER Medium Laser

- Left Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Ferro-Fibrous

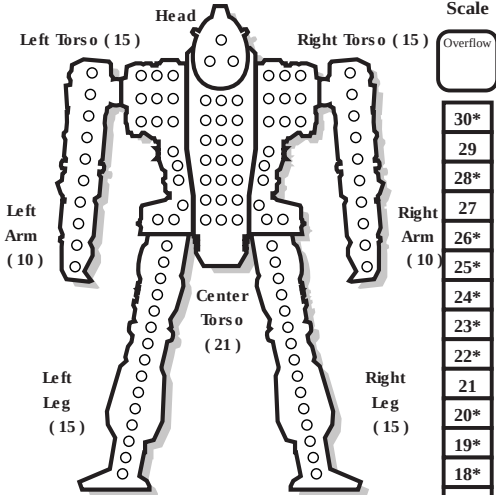
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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*
22*
21
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16
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3
2
1
0