

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Avatar AV1-OA

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 280 XL

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	AC/20	RA	7	20 [DB,S]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Ammo: (AC/20) 15, (SRM 6) 30

BV: 1,481



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6
- Ammo (SRM 6) 15

1-3

- Ammo (SRM 6) 15
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser

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

Right Arm

- Shoulder
- Upper Arm Actuator
- AC/20
- AC/20
- AC/20
- AC/20

1-3

- AC/20
- AC/20
- AC/20
- AC/20
- AC/20
- AC/20

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6
- Ammo (AC/20) 5

1-3

- Ammo (AC/20) 5
- Ammo (AC/20) 5
- CASE
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

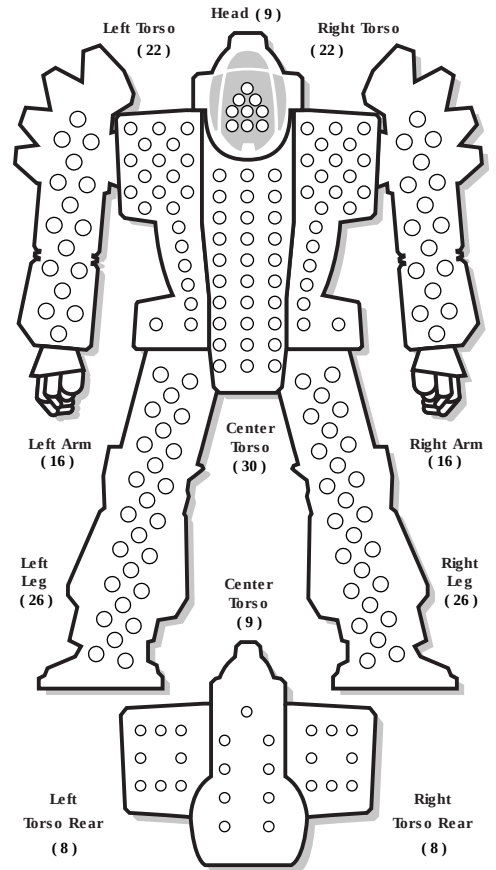
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

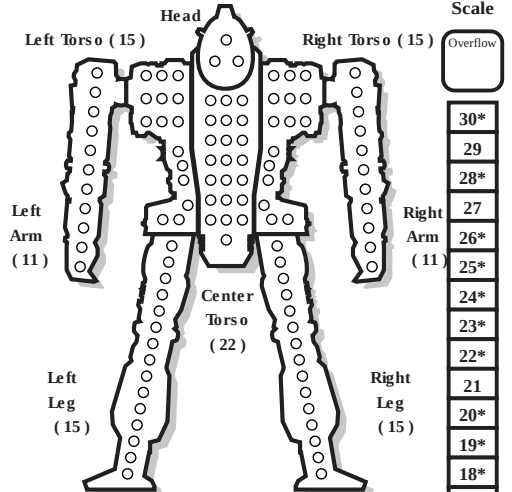
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)	Heat Scale
30	Shutdown	○	Overflow
28	Ammo Exp, avoid on 8+	○	30*
26	Shutdown, avoid on 10+	○	29
25	-5 Movement Points	○	28*
24	+4 Modifier to Fire	○	27
23	Ammo Exp, avoid on 6+	○	26*
22	Shutdown, avoid on 8+	○	25*
20	-4 Movement Points	○	24*
19	Ammo Exp, avoid on 4+	○	23*
18	Shutdown, avoid on 6+	○	22*
17	+3 Modifier to Fire	○	21
15	-3 Movement Points	○	20*
14	Shutdown, avoid on 4+	○	19*
13	+2 Modifier to Fire	○	18*
10	-2 Movement Points	○	17*
8	+1 Modifier to Fire	○	16
5	-1 Movement Points	○	15*
		○	14*
		○	13*
		○	12
		○	11
		○	10*
		○	9
		○	8*
		○	7
		○	6
		○	5*
		○	4
		○	3
		○	2
		○	1
		○	0