

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Avatar AV1-OR

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 XL

Tonnage: 70

Tech Base: Mixed

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	Gauss Rifle (C)	LA	1	15 [DB,X]	2	7	15	22
1	MRM 40	RA	12	1/Msl [M,C]	—	3	8	15
1	Streak SRM 4 (C)	RT	3	2/Msl [M,C]	—	4	8	12
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	ER Large Laser (C)	HD	12	10 [DE]	—	8	15	25

Ammo: (Gauss) 8, (MRM 40) 12, (Streak SRM 4) 25

BV: 1,833



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle [Clan]
- 4 Gauss Rifle [Clan]
- 5 Gauss Rifle [Clan]
- 6 Gauss Rifle [Clan]

- Gauss Rifle [Clan]
- Gauss Rifle [Clan]
- 4-6 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Ammo (Gauss) 8
- CASE
- 6 Roll Again

- Roll Again
- Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Roll Again
- 6 Roll Again

Head

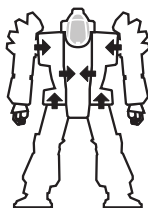
- Life Support
- Sensors
- Cockpit
- ER Large Laser [Clan]
- 5 Sensors
- 6 Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 XL Fusion Engine
- 5 Medium Laser
- 6 Medium Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 1-3 4 MRM 40
- 5 MRM 40
- 6 MRM 40

- MRM 40
- MRM 40
- 3 MRM 40
- 4-6 4 MRM 40
- 5 Roll Again
- 6 Roll Again

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 4 Streak SRM 4 [Clan]
- 5 Ammo (Streak SRM 4) 25
- 6 Ammo (MRM 40) 6

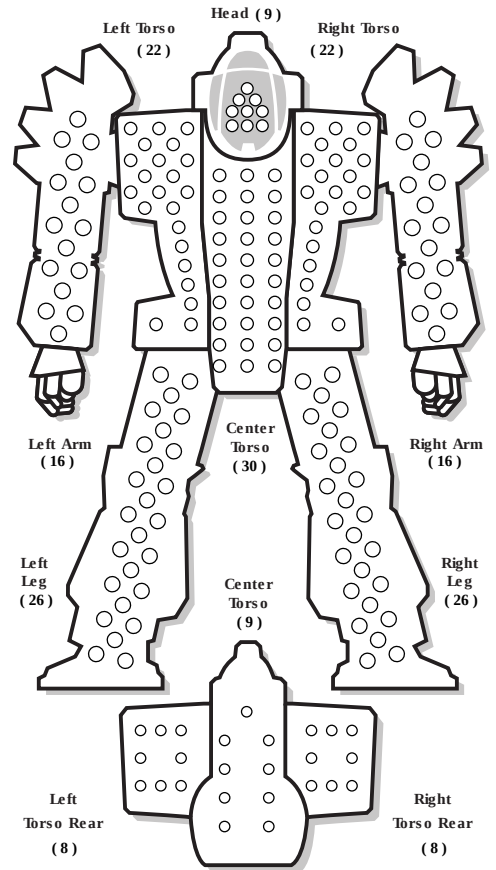
- Ammo (MRM 40) 6
- CASE
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Roll Again
- 6 Roll Again

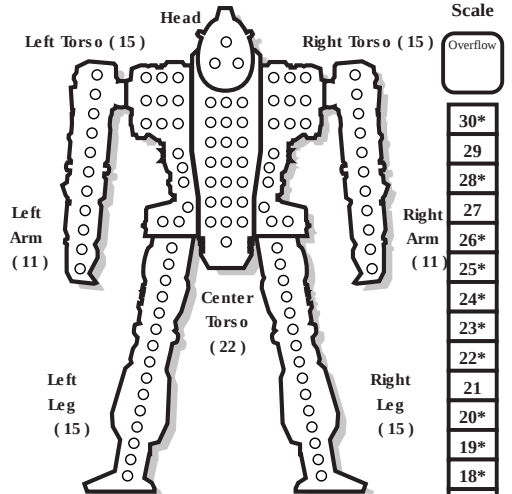
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

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

Double Heat Sinks:
10 (20)

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