

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Crossbow H

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 325 Fusion

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

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	LRM 15	LA	5	1[Msl [M,C,S]	—	7	14	21
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
2	Light Machine Gun	LT	—	1 [DB, AI]	—	2	4	6
2	Light Machine Gun	RT	—	1 [DB, AI]	—	2	4	6

Ammo: (LRM 15) 16, (Light Machine Gun) 100

BV: 1,648



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- LRM 15
- LRM 15

1-3

- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Light Machine Gun
- Light Machine Gun
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Heavy Medium Laser

1-3

- Heavy Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Light Machine Gun
- Light Machine Gun
- Ammo (Light Machine Gun) 100
- Roll Again

1-3

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

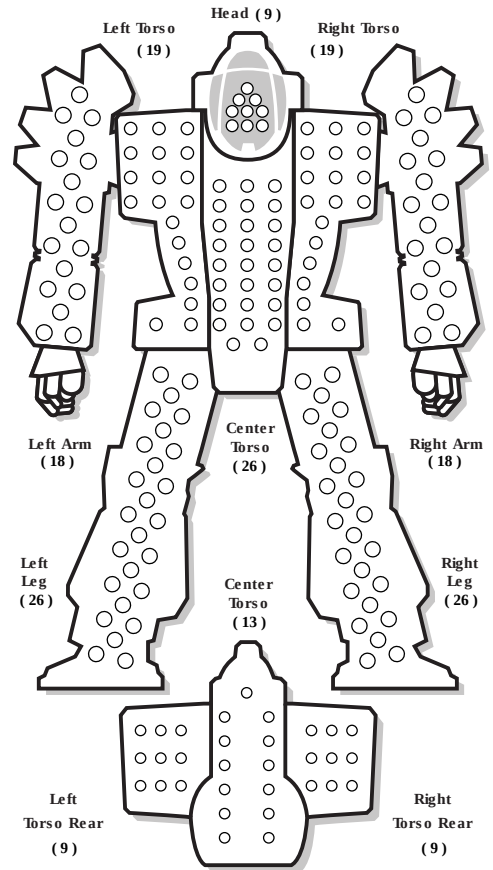
4-6

Right Leg

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

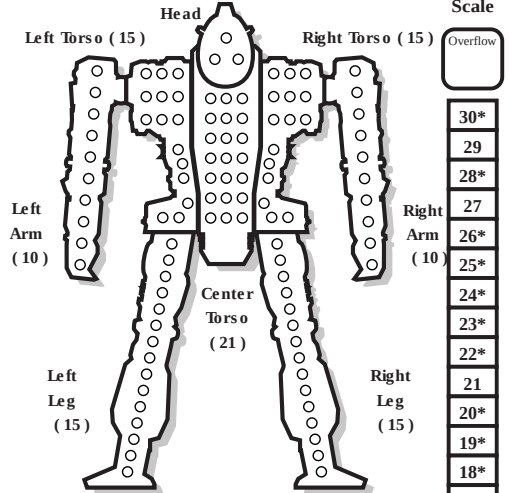
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0