

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Grendel (Mongrel) C
Movement Points: Tonnage: 45
Walking: 7 Tech Base: Clan
Running: 11 Rules Level: Standard
Jumping: 7 Role: Striker
Engine Type: 315 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	Anti-Missile System	LT	1	[PB]	—	1	—	—

Ammo: (AMS) 24, (LB-10X) 10

BV: 1,423



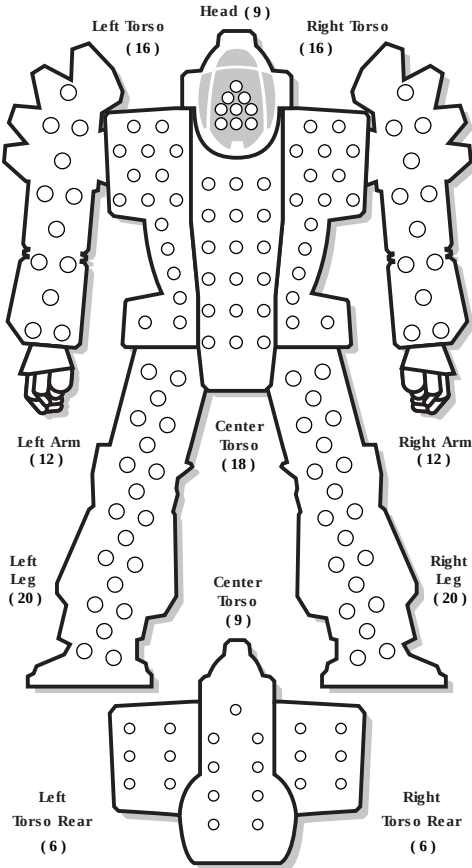
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

ARMOR DIAGRAM

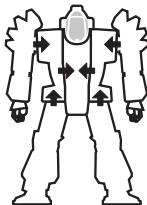
Ferro-Fibrous



CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. LB 10-X AC
	4. Hand Actuator		4. Roll Again		4. LB 10-X AC
	5. ER Medium Laser		5. Sensors		5. LB 10-X AC
	6. Ferro-Fibrous		6. Life Support		6. LB 10-X AC
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. Ferro-Fibrous	1-3	1. Gyro	1-3	1. XL Fusion Engine
	2. Ferro-Fibrous		2. XL Fusion Engine		2. XL Fusion Engine
	3. Ferro-Fibrous		3. XL Fusion Engine		3. Jump Jet
	4. Roll Again		4. XL Fusion Engine		4. Ammo (AMS) 24
	5. Roll Again		5. Jump Jet		6. Endo Steel
	6. Roll Again		6. Roll Again		
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	1. Endo Steel	4-6	1. Endo Steel
	2. Upper Leg Actuator		2. Endo Steel		2. Roll Again
	3. Lower Leg Actuator		3. Roll Again		3. Roll Again
	4. Foot Actuator		4. Roll Again		4. Roll Again
	5. Jump Jet		5. Roll Again		5. Roll Again
	6. Jump Jet		6. Roll Again		6. Roll Again

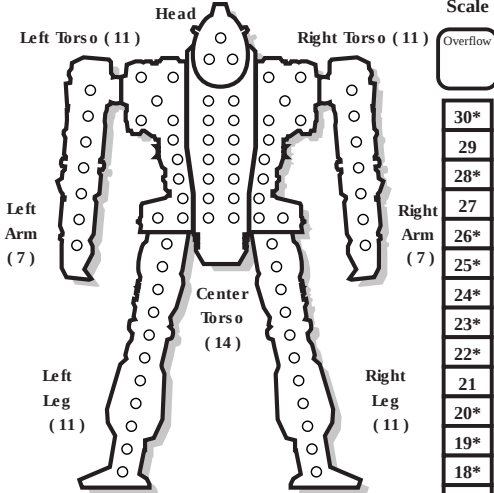
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

Heat Scale
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