

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Grendel (Mongrel) Prime
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
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15

Ammo: (Streak SRM 6) 15

BV: 2,269



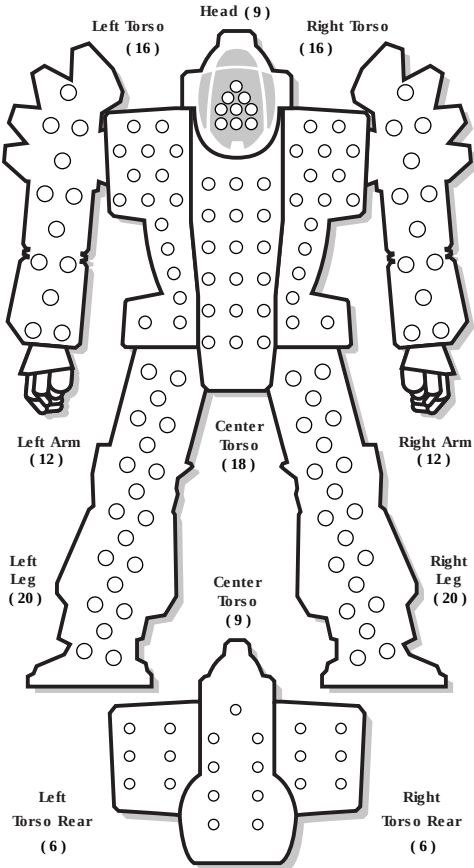
WARRIOR DATA

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

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

ARMOR DIAGRAM

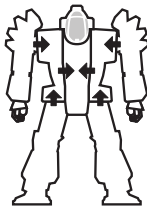
Ferro-Fibrous



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. ER Large Laser
	4. Hand Actuator		4. ER Medium Laser		4. ER Small Laser
	5. ER Medium Laser		5. Sensors		5. Endo Steel
	6. ER Medium Laser		6. Life Support		6. Ferro-Fibrous
Center Torso		Left Torso		Right Torso (CASE)	
4-6	1. Ferro-Fibrous	4-6	1. XL Fusion Engine	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. Double Heat Sink
	4. Ferro-Fibrous		4. Roll Again		4. Double Heat Sink
	5. Roll Again		5. Jump Jet		5. Jump Jet
	6. Roll Again		6. Roll Again		6. Streak SRM 6
Left Leg		Engine Hits		Right Leg	
4-6	1. Endo Steel	4-6	1. Gyro	4-6	1. Hip
	2. Endo Steel		2. XL Fusion Engine		2. Upper Leg Actuator
	3. Roll Again		3. XL Fusion Engine		3. Lower Leg Actuator
	4. Roll Again		4. XL Fusion Engine		4. Foot Actuator
	5. Roll Again		5. Jump Jet		5. Jump Jet
	6. Roll Again		6. Roll Again		6. Jump Jet

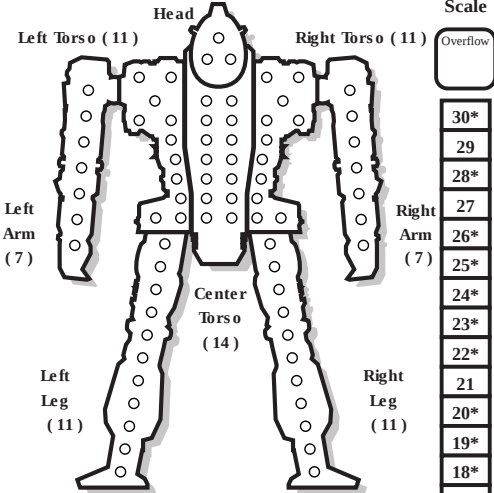
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	12 (24)
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	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	○