

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Turkina C  
Movement Points:  
Walking: 3  
Running: 5  
Jumping: 3  
Engine Type: 285 XL  
Tonnage: 95  
Tech Base: Clan  
Rules Level: Standard  
Role: Juggernaut

WARRIOR DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken  
Consciousness #

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

Weapons & Equipment Inventory (hexes)

| Qty | Type               | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | Flamer             | LL  | 3  | 2 [DE,H,AI]   | —   | 1   | 2   | 3   |
| 1   | A-Pod              | LL  | —  | [PB,OS,AI]    | —   | —   | —   | —   |
| 1   | Flamer             | RL  | 3  | 2 [DE,H,AI]   | —   | 1   | 2   | 3   |
| 1   | A-Pod              | RL  | —  | [PB,OS,AI]    | —   | —   | —   | —   |
| 1   | LB 20-X AC         | LA  | 6  | 20 [DB,C/F/S] | —   | 4   | 8   | 12  |
| 2   | Large Pulse Laser  | RA  | 10 | 10 [P]        | —   | 6   | 14  | 20  |
| 2   | Medium Pulse Laser | LT  | 4  | 7 [P]         | —   | 4   | 8   | 12  |
| 1   | Streak SRM 6       | RT  | 4  | 2/Msl [M,C]   | —   | 4   | 8   | 12  |
| 2   | Machine Gun        | RT  | —  | 2 [DB,AI]     | —   | 1   | 2   | 3   |
| 1   | Active Probe       | HD  | —  | [E]           | —   | —   | —   | 5   |

Ammo: (LB-20X) 10, (LB-20X Cluster) 10, (Machine Gun) 100, (Streak SRM 6) 15

BV: 2,708



CRITICAL TABLE

Left Arm (CASE)

- 1-3
- Shoulder
  - Upper Arm Actuator
  - LB 20-X AC
  - LB 20-X AC
  - LB 20-X AC
  - LB 20-X AC

- 4-6
- LB 20-X AC
  - LB 20-X AC
  - LB 20-X AC
  - LB 20-X AC
  - LB 20-X AC
  - Ammo (LB-20X) 5

Left Torso (CASE)

- 1-3
- XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

- 4-6
- Jump Jet
  - Medium Pulse Laser
  - Medium Pulse Laser
  - Ammo (LB-20X) 5
  - Ammo (LB-20X Cluster) 5
  - Ammo (LB-20X Cluster) 5

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Flamer
- A-Pod

Head

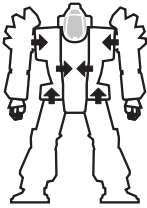
- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

Center Torso (CASE)

- 1-3
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro

- 4-6
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Ammo (Streak SRM 6) 15

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
  - Upper Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

- 4-6
- Large Pulse Laser
  - Large Pulse Laser
  - Large Pulse Laser
  - Large Pulse Laser
  - Roll Again
  - Roll Again

Right Torso (CASE)

- 1-3
- XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

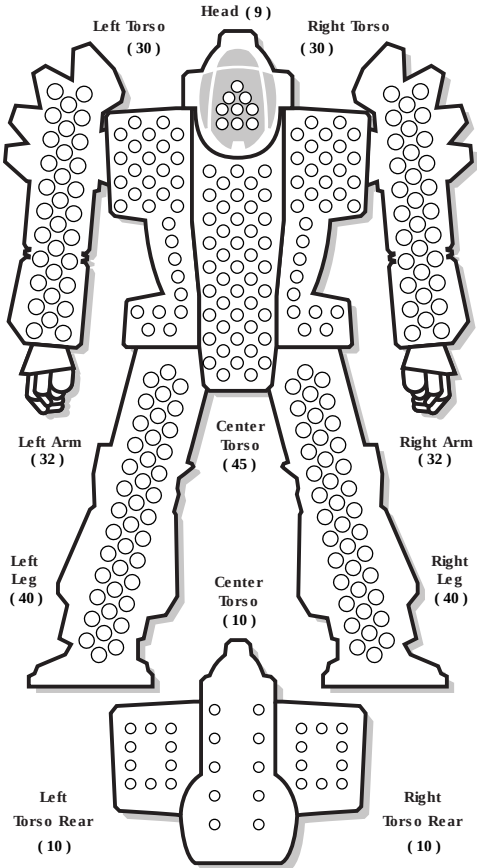
- 4-6
- Jump Jet
  - Streak SRM 6
  - Streak SRM 6
  - Machine Gun
  - Machine Gun
  - Ammo (Machine Gun) 100

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Flamer
- A-Pod

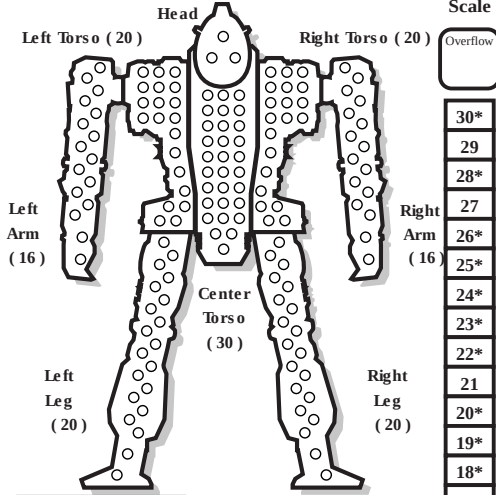
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 17 (34)          |
|-------------|------------------------|-------------------------------------|
| 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     | ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ |