

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ATM 12	LA	8	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
2	ATM 12	RA	8	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15

Ammo: (ATM 12) 20, (ATM 12 ER) 15, (ATM 12 HE) 15

BV: 2,952



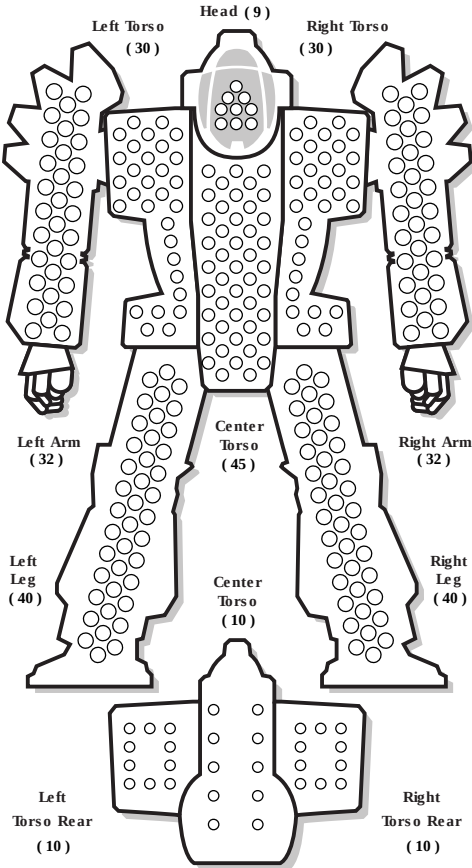
WARRIOR DATA

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

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

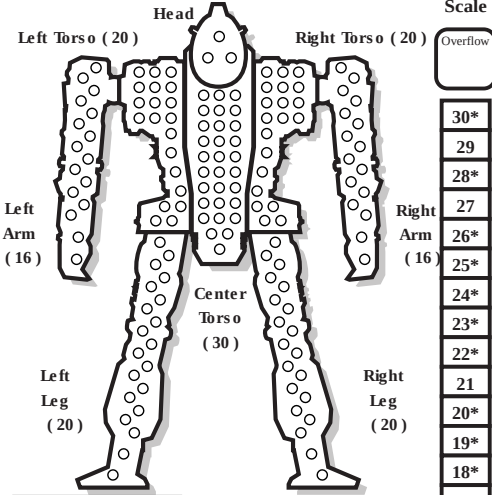
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

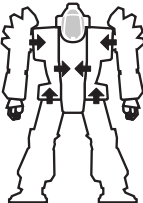
Overflow

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

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. ATM 12		3. Cockpit		3. ATM 12
	4. ATM 12		4. ER Medium Laser		4. ATM 12
	5. ATM 12		5. Sensors		5. ATM 12
	6. ATM 12		6. Life Support		6. ATM 12
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. ATM 12	4-6	1. XL Fusion Engine	4-6	1. XL Fusion Engine
	2. ATM 12		2. XL Fusion Engine		2. XL Fusion Engine
	3. ATM 12		3. XL Fusion Engine		3. Double Heat Sink
	4. ATM 12		4. Gyro		4. Double Heat Sink
	5. ATM 12		5. Gyro		5. Double Heat Sink
	6. ATM 12		6. ER Medium Laser		6. Double Heat Sink
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	1. Gyro	4-6	1. Hip
	2. Upper Leg Actuator		2. XL Fusion Engine		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. XL Fusion Engine		3. Lower Leg Actuator
	4. Foot Actuator		4. XL Fusion Engine		4. Foot Actuator
	5. Double Heat Sink		5. Jump Jet		5. Double Heat Sink
	6. Double Heat Sink		6. ER Medium Laser		6. Double Heat Sink

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



Damage Transfer Diagram

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	○○○