

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Men Shen MS1-OE

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 0

Engine Type: 330 XL

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

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
4	Light Machine Gun	LA	—	1 [DB, AI]	—	2	4	6
1	Light Machine Gun	LA	—	[T]	—	2	4	6
	Array							
4	Light Machine Gun	RA	—	1 [DB, AI]	—	2	4	6
1	Light Machine Gun	RA	—	[T]	—	2	4	6
	Array							
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Plasma Rifle	RT	10	10 [DE, H]	—	5	10	15
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Active Probe	CT	—	[E]	—	—	—	4
	(Beagle)							

Ammo: (Light Machine Gun) 400, (Plasma Rifle) 20

BV: 1,574



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Light Machine Gun
- Light Machine Gun
- Light Machine Gun
- Light Machine Gun

1-3

- Light Machine Gun Array
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Ammo (Light Machine Gun) 200
- MASC

1-3

- MASC
- MASC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

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

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Active Probe (Beagle)
- Active Probe (Beagle)

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Light Machine Gun
- Light Machine Gun
- Light Machine Gun
- Light Machine Gun

1-3

- Light Machine Gun Array
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Plasma Rifle
- Plasma Rifle
- Medium Laser

1-3

- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Ammo (Light Machine Gun) 200
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

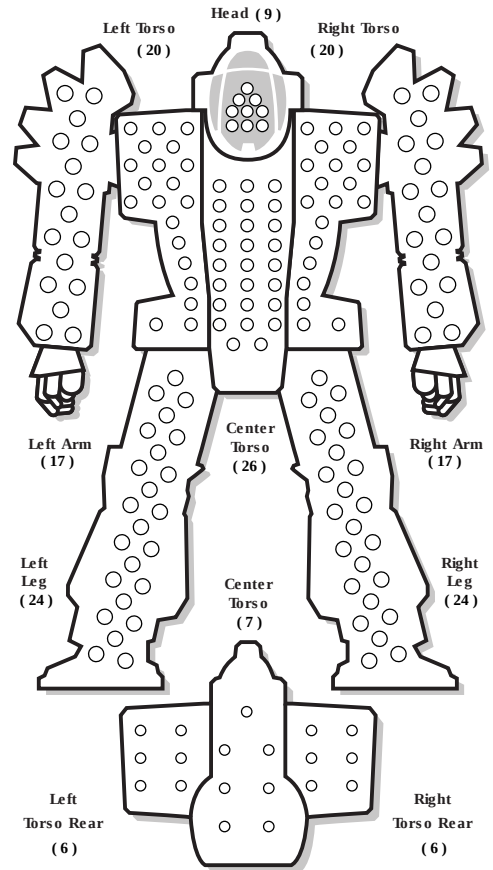
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram

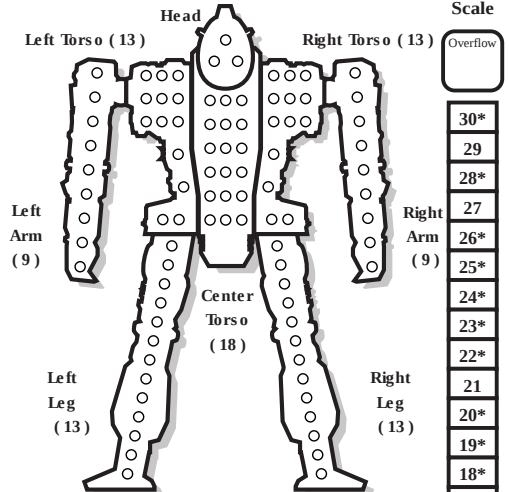
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks:
10 (20)

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