

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Men Shen MS1-OF
Movement Points:
Walking: 6
Running: 9 [12]
Jumping: 0
Engine Type: 330 XL
Tonnage: 55
Tech Base: Inner Sphere
Rules Level: Standard
Role: Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	LA	10	10/8/5 [DE,V]	—	9	13	15
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	TAG	RT	—	[E]	—	5	9	15
1	Active Probe (Beagle)	CT	—	[E]	—	—	—	4

BV: 1,648



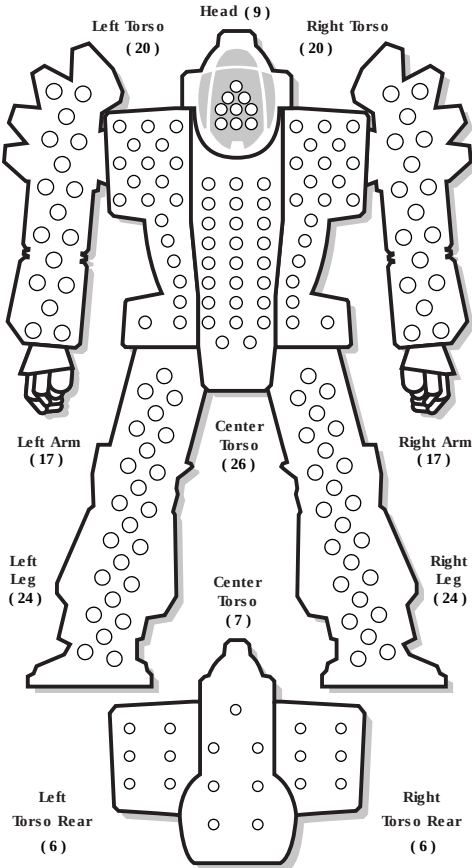
WARRIOR DATA

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

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

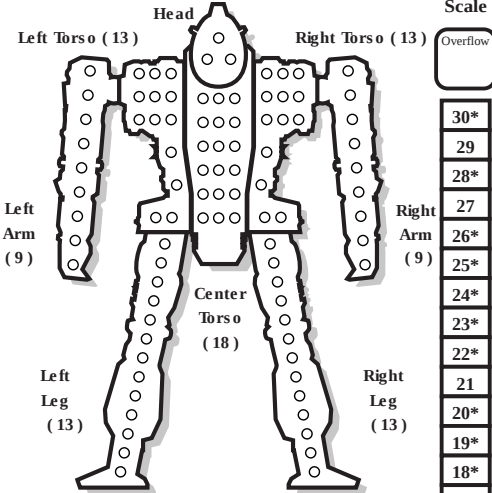
ARMOR DIAGRAM

Standard Armor



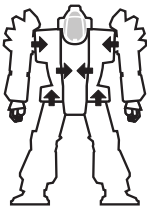
INTERNAL STRUCTURE DIAGRAM

Endo Steel



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. Snub-Nose PPC		3. Cockpit		3. Snub-Nose PPC
	4. Snub-Nose PPC		4. Roll Again		4. Snub-Nose PPC
	5. Endo Steel		5. Sensors		5. Endo Steel
	6. Endo Steel		6. Life Support		6. Endo Steel
Center Torso		Left Torso		Right Torso	
4-6	1. Endo Steel	4-6	1. XL Fusion Engine	4-6	1. Endo Steel
	2. Endo Steel		2. XL Fusion Engine		2. Endo Steel
	3. Endo Steel		3. XL Fusion Engine		3. Endo Steel
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
Left Leg		Center Torso		Right Leg	
1-3	1. Targeting Computer	1-3	1. Gyro	1-3	1. XL Fusion Engine
	2. Targeting Computer		2. XL Fusion Engine		2. XL Fusion Engine
	3. Targeting Computer		3. XL Fusion Engine		3. XL Fusion Engine
	4. Roll Again		4. Active Probe (Beagle)		4. Double Heat Sink
	5. Roll Again		5. Active Probe (Beagle)		5. Double Heat Sink
	6. Roll Again		6. Active Probe (Beagle)		6. Double Heat Sink
Right Leg		Engine Hits		Left Torso	
4-6	1. Hip	4-6	Gyro Hits	4-6	1. XL Fusion Engine
	2. Upper Leg Actuator		Sensor Hits		2. XL Fusion Engine
	3. Lower Leg Actuator		Life Support		3. XL Fusion Engine
	4. Foot Actuator				4. MASC
	5. Endo Steel				5. MASC
	6. Endo Steel				6. MASC



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	11 (22)
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	