

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Crimson Langur A
Movement Points: Tonnage: 50
Walking: 7 Tech Base: Clan
Running: 11 Rules Level: Standard
Jumping: 0 Role: Missile Boat
Engine Type: 350 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LRM 15	LA	5	1/Msl [M,C,S]	—	7	14	21
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25

Ammo: (LRM 15) 32

BV: 1,919

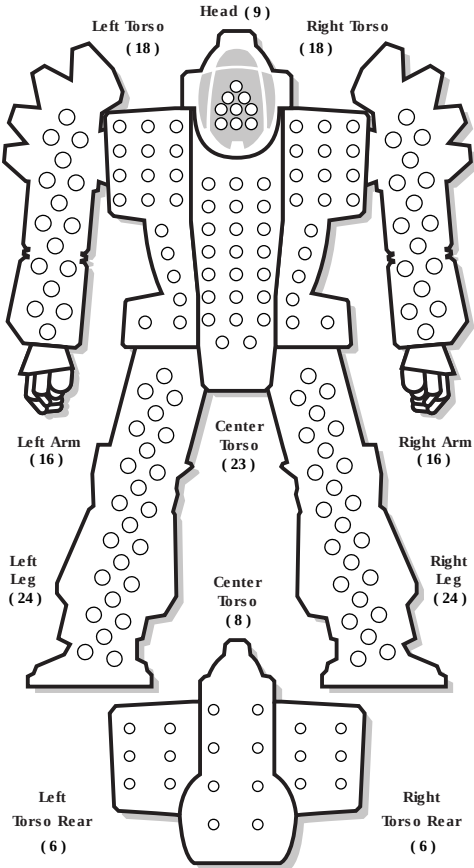
WARRIOR DATA

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

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

ARMOR DIAGRAM

Standard Armor



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. Lower Arm Actuator
	4. Hand Actuator		4. Endo Steel		4. Hand Actuator
	5. LRM 15		5. Sensors		5. ER Large Laser
	6. LRM 15		6. Life Support		6. Roll Again
Center Torso		Left Torso (CASE)		Right Torso	
4-6	1. LRM 15	4-6	1. XL Fusion Engine	1-3	1. Roll Again
	2. LRM 15		2. XL Fusion Engine		2. Roll Again
	3. Roll Again		3. XL Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	1. Gyro	1-3	1. XL Fusion Engine
	2. Upper Leg Actuator		2. XL Fusion Engine		2. XL Fusion Engine
	3. Lower Leg Actuator		3. XL Fusion Engine		3. Endo Steel
	4. Foot Actuator		4. XL Fusion Engine		4. Roll Again
	5. Endo Steel		5. Roll Again		5. Roll Again
	6. Endo Steel		6. Roll Again		6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○○○

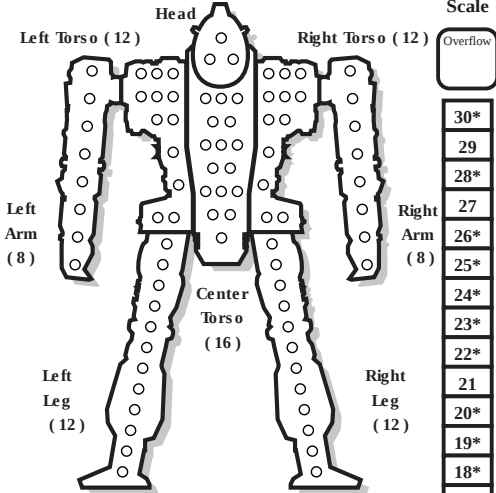
Sensor Hits ○○○○

Life Support ○

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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	○