

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Crimson Langur Prime

Movement Points: **Tonnage:** 50
Walking: 7 **Tech Base:** Clan
Running: 11 **Rules Level:** Standard
Jumping: 5 **Role:** Striker
Engine Type: 350 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Targeting Computer	RA	—	[E]	—	—	—	—
1	Heavy Medium Laser	LT	7	10 [DE]	—	3	6	9
1	Heavy Medium Laser	RT	7	10 [DE]	—	3	6	9
1	Light Active Probe	CT	—	[E]	—	—	—	3

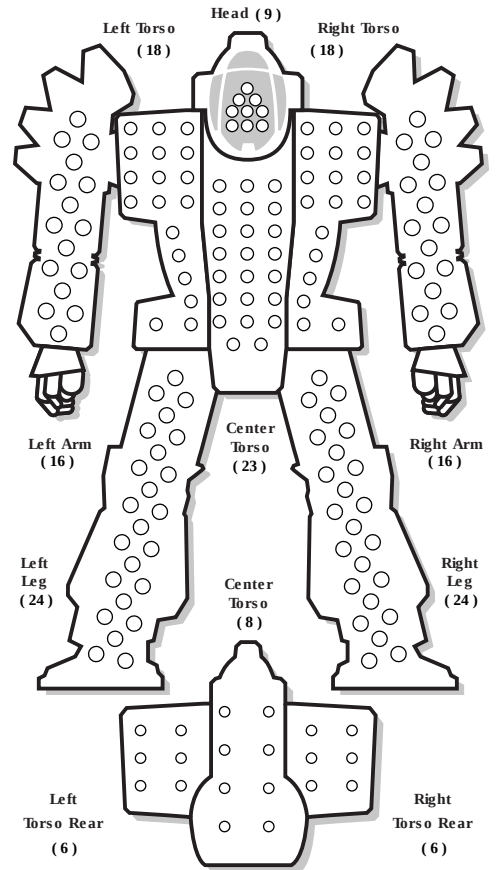
WARRIOR DATA

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

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

ARMOR DIAGRAM

Standard Armor

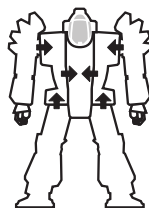


BV: 1,952

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. ER Large Laser
	5. Roll Again		5. Sensors		5. Targeting Computer
	6. Roll Again		6. Life Support		6. Targeting Computer
Center Torso		Right Torso			
4-6	1. Roll Again	4-6	1. Roll Again		
	2. Roll Again		2. Roll Again		
	3. Roll Again		3. Roll Again		
	4. Roll Again		4. Roll Again		
	5. Roll Again		5. Roll Again		
	6. Roll Again		6. Roll Again		
Left Torso		Right Torso			
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine		
	2. XL Fusion Engine		2. XL Fusion Engine		
	3. Double Heat Sink		3. Double Heat Sink		
	4. Double Heat Sink		4. Double Heat Sink		
	5. Double Heat Sink		5. Double Heat Sink		
	6. Double Heat Sink		6. Double Heat Sink		
4-6	1. Heavy Medium Laser	4-6	1. Heavy Medium Laser		
	2. Heavy Medium Laser		2. Heavy Medium Laser		
	3. Jump Jet		3. Jump Jet		
	4. Jump Jet		4. Jump Jet		
	5. Endo Steel		5. Endo Steel		
	6. Roll Again		6. Roll Again		
Left Leg		Right Leg			
	1. Hip		1. Hip		
	2. Upper Leg Actuator		2. Upper Leg Actuator		
	3. Lower Leg Actuator		3. Lower Leg Actuator		
	4. Foot Actuator		4. Foot Actuator		
	5. Endo Steel		5. Endo Steel		
	6. Endo Steel		6. Endo Steel		

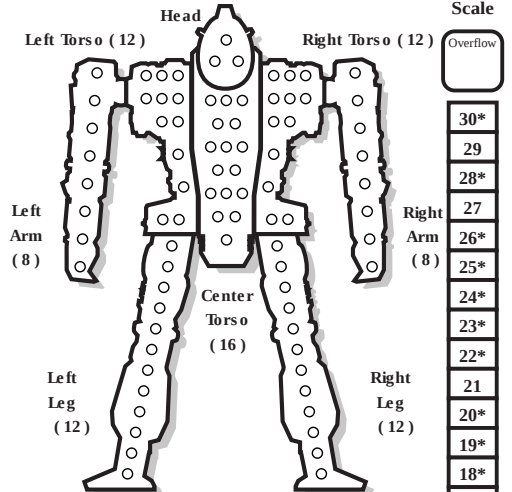
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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	○○○

Heat Scale

Overflow

30*
29
28*
27
26*
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