

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Perseus P1C

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 300 XL

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

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
1	ER Medium Laser	LL	5	5 [DE]	—	4	8	12
2	ER Medium Laser	RL	5	5 [DE]	—	4	8	12
1	Light Gauss Rifle	LA	1	8 [DB,X]	3	8	17	25
1	Ultra AC/10	RA	4	10/Sht	—	6	12	18
				[DB,R/C]				
1	Medium Pulse Laser (R)	CT	4	6 [P]	—	2	4	6
1	Streak SRM 2	HD	2	2/Msl [M,C]	—	3	6	9

Ammo: (Light Gauss) 32, (Streak SRM 2) 50, (Ultra AC/10) 30

BV: 1,644



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle

1-3

- Light Gauss Rifle
- Ammo (Light Gauss) 16
- Ammo (Light Gauss) 16
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Ammo (Ultra AC/10) 10
- Ammo (Streak SRM 2) 50
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Streak SRM 2
- 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
- Medium Pulse Laser (R)
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

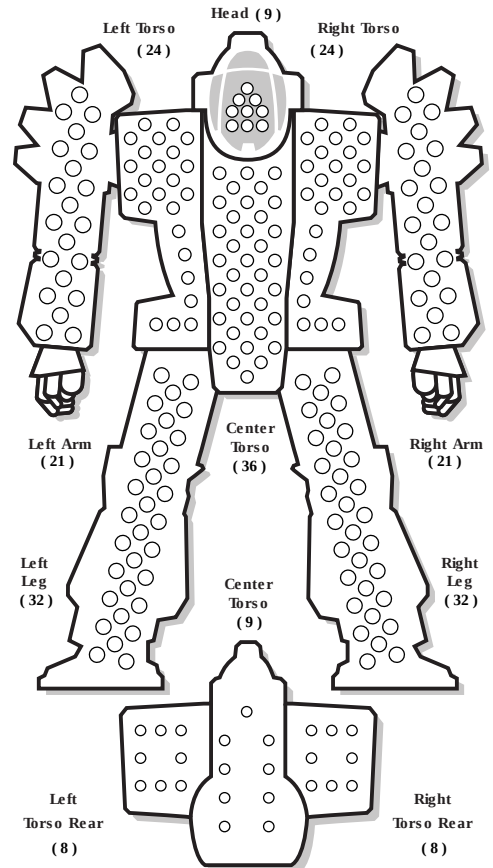
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- ER Medium Laser

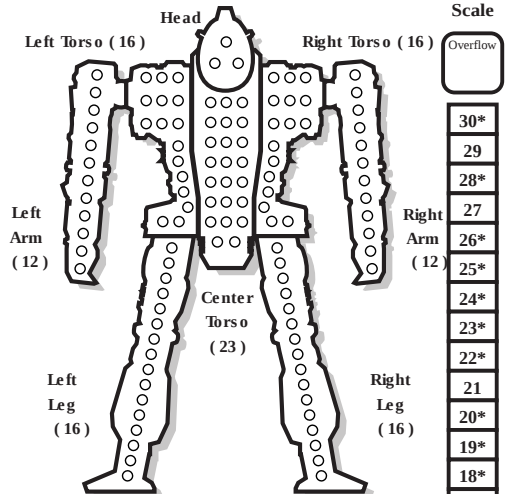
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

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	○○○