

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Flamberge B

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 280 XL

Tonnage: 70

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

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	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Plasma Cannon	LA	7	[DE,H,AI]	—	6	12	18
1	SRM 6	RA	4	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Plasma Cannon	RA	7	[DE,H,AI]	—	6	12	18
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	Plasma Cannon	CT	7	[DE,H,AI]	—	6	12	18

Ammo: (Plasma Cannon) 50, (SRM 6) 30

BV: 2,714



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- SRM 6
- ER Medium Laser

1-3

- Plasma Cannon
- Ammo (Plasma Cannon) 10
- Ammo (SRM 6) 15
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

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

1-3

- Jump Jet
- Jump Jet
- Ammo (Plasma Cannon) 10
- Targeting Computer
- Targeting Computer
- Targeting Computer

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- 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
- Plasma Cannon
- Ammo (Plasma Cannon) 10

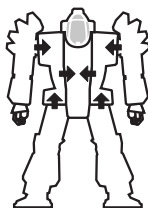
1-3

4-6

1-3

4-6

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- SRM 6
- ER Medium Laser

1-3

- Plasma Cannon
- Ammo (Plasma Cannon) 10
- Ammo (SRM 6) 15
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- ER Large Laser
- Ammo (Plasma Cannon) 10

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

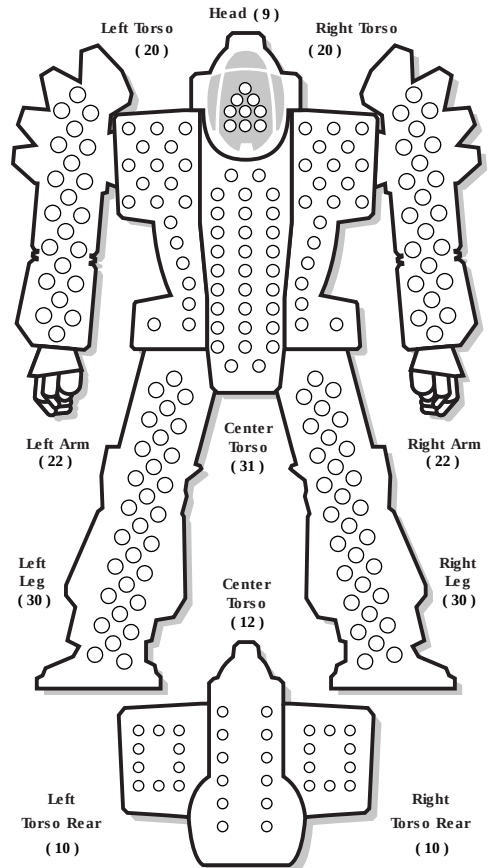
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

4-6

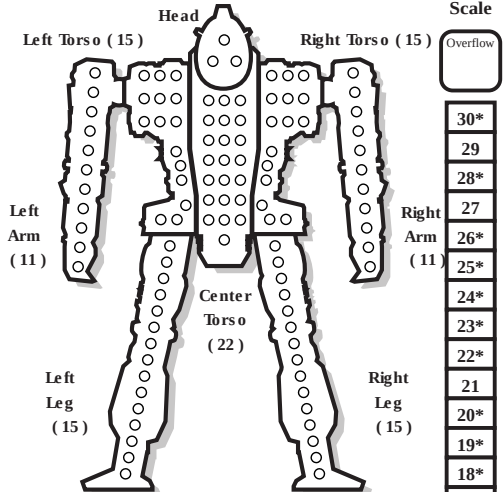
ARMOR DIAGRAM

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: 17 (34)
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	○○○