

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Tomahawk II B

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 300 XL

Tonnage: 100

Tech Base: Clan

Rules Level: Standard

Role: Sniper

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	Streak LRM 15	LA	5	1/Msl [M,C]	—	7	14	21
1	ER Large Pulse Laser	LA	13	10 [P]	—	7	15	23
1	Streak LRM 15	RA	5	1/Msl [M,C]	—	7	14	21
1	ER Large Pulse Laser	RA	13	10 [P]	—	7	15	23
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	Laser AMS	HD	5	[PB]	—	1	—	—

Ammo: (Streak LRM 15) 32

BV: 3,441



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Streak LRM 15
- Streak LRM 15

- Streak LRM 15
- ER Large Pulse Laser
- ER Large Pulse Laser
- ER Large Pulse Laser
- Ammo (Streak LRM 15) 8
- Ammo (Streak LRM 15) 8

Left Torso

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- ER Large Laser

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Composite
- Endo-Composite

Head

- Life Support
- Sensors
- Cockpit
- Laser AMS
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Medium Laser

Engine Hits

Gyro Hits

Sensor Hits

Life Support

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Streak LRM 15
- Streak LRM 15

- Streak LRM 15
- ER Large Pulse Laser
- ER Large Pulse Laser
- ER Large Pulse Laser
- Ammo (Streak LRM 15) 8
- Ammo (Streak LRM 15) 8

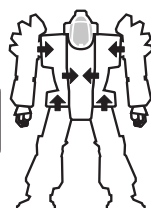
Right Torso

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- ER Large Laser

Right Leg

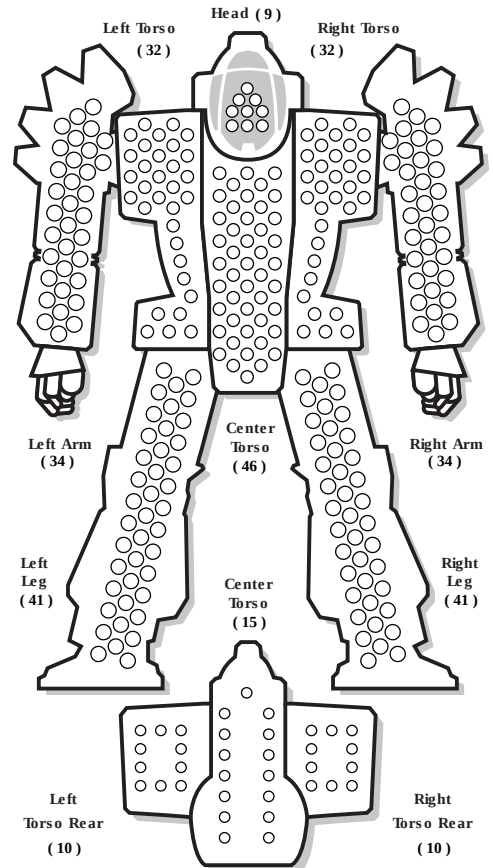
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Composite
- Endo-Composite



Damage Transfer Diagram

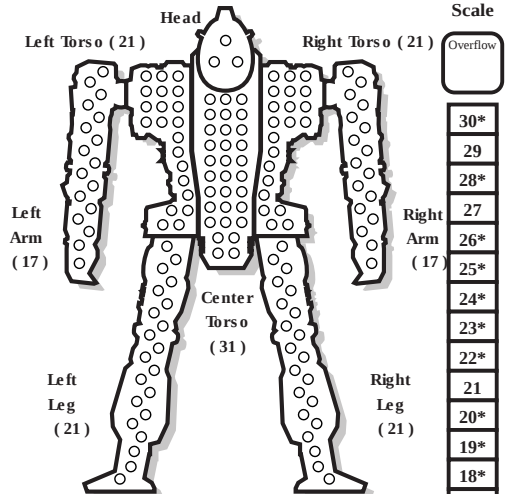
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo-Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 22 (44)
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*
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