

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Avalanche AVL-10N

Movement Points: **Tonnage:** 50
Walking: 5 **Tech Base:** Mixed
Running: 8 **Rules Level:** Standard
Jumping: 5 **Role:** Sniper
Engine Type: 250 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC (C)	LA	15	15 [DE]	—	7	14	23
1	Light AC/5	RA	1	5 [DB,S]	—	5	10	15
1	Targeting Computer (C)	LT	—	[E]	—	—	—	—

Ammo: (LAC/5) 40

BV: 1,873



WARRIOR DATA

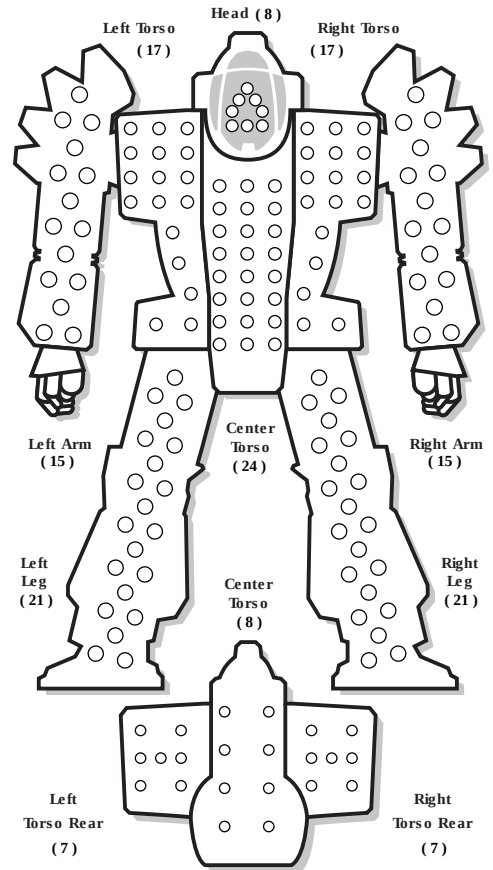
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC [Clan]
- ER PPC [Clan]
- Endo Steel
- Endo Steel

1-3

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- Light AC/5
- Light AC/5
- Endo Steel
- Endo Steel

4-6

Center Torso

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

1-3

Right Torso (CASE)

- Jump Jet
- Jump Jet
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- CASE
- Endo Steel

1-3

Left Torso

- Jump Jet
- Jump Jet
- Targeting Computer [Clan]
- Targeting Computer [Clan]
- Targeting Computer [Clan]
- Endo Steel

1-3

4-6

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

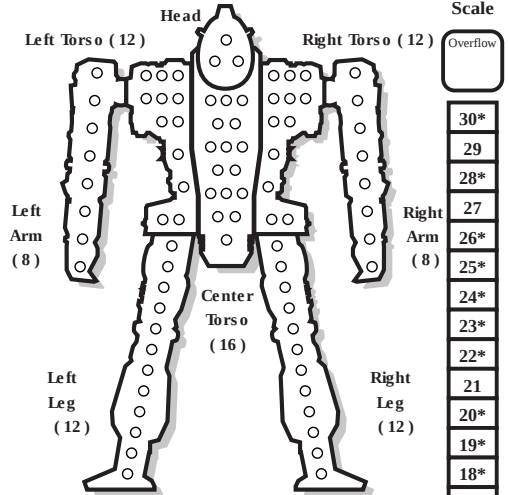
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks:
 10 (20)

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