BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Tenshi TN-10-OA

Movement Points:		**Tonnage:**	95
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Standard
Jumping:	0	**Role:**	Juggernaut
Engine Type:	285 Light		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Coolant Pod	LL	—	[PE,OS,X]	—	—	—	—
1	Coolant Pod	RL	—	[PE,OS,X]	—	—	—	—
1	Large VSP Laser	LA	10	11/9/7 [P,V]	—	4	8	15
1	Large VSP Laser	RA	10	11/9/7 [P,V]	—	4	8	15
1	MRM 30	LT	10	1/Msl [M,C]	—	3	8	15
1	Large VSP Laser	CT	10	11/9/7 [P,V]	—	4	8	15

Ammo: (MRM 30) 16

BV: 1,803

WARRIOR DATA

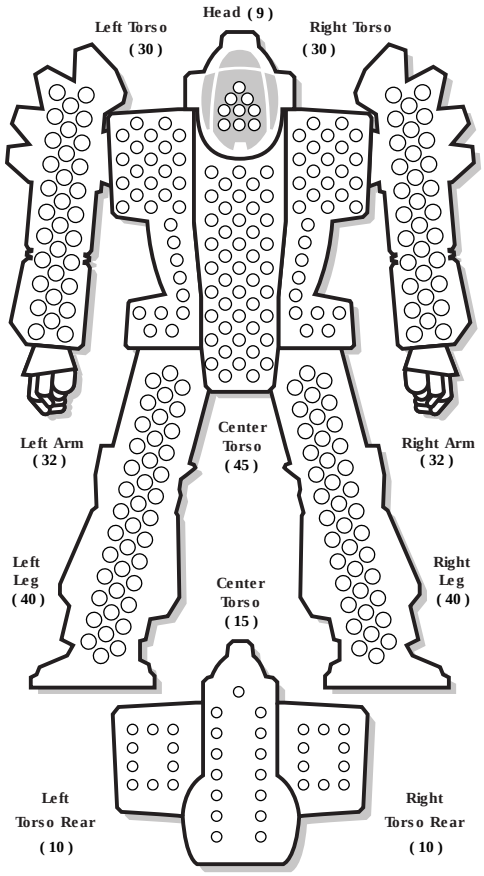
Name: _____

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

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Large VSP Laser
4. Large VSP Laser
5. Large VSP Laser
6. Large VSP Laser

4-6

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. MRM 30
4. MRM 30
5. MRM 30
6. MRM 30

1-3

1. MRM 30
2. Apollo MRM FCS
3. Endo-Composite
4. Endo-Composite
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Coolant Pod
6. Endo-Composite

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

Center Torso

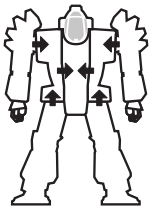
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Light Fusion Engine

1-3

1. Light Fusion Engine
2. Light Fusion Engine
3. Large VSP Laser
4. Large VSP Laser
5. Large VSP Laser
6. Large VSP Laser

4-6

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Large VSP Laser
4. Large VSP Laser
5. Large VSP Laser
6. Large VSP Laser

4-6

Right Torso (CASE II)

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Ammo (MRM 30) 8

1-3

1. Ammo (MRM 30) 8
2. CASE II
3. Endo-Composite
4. Endo-Composite
5. Roll Again
6. Roll Again

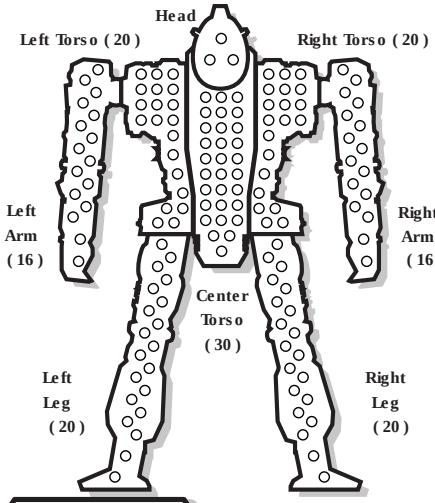
4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Coolant Pod
6. Endo-Composite

INTERNAL STRUCTURE DIAGRAM

Endo-Composite



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

Double Heat Sinks: 16 (32)

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	

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