

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Tenshi TN-10-OB

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 285 Light

Tonnage: 95

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Juggernaut

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 SRM 6	LA	4	2/Msl [M,C]	—	3	6	9
1	TSEMP Cannon	LA	10	0 [DE,X]	—	5	10	15
1	Streak SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
1	TSEMP Cannon	RA	10	0 [DE,X]	—	5	10	15
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18

Ammo: (Streak SRM 6) 30

BV: 3,002



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM 6

1-3

- Streak SRM 6
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser
- Ammo (Streak SRM 6) 15
- Endo-Composite
- Endo-Composite
- Roll Again
- Roll Again

1-3

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo-Composite
- Sensors
- Life Support

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Compact Gyro
- Compact Gyro
- Light Fusion Engine

1-3

4-6

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM 6

1-3

- Streak SRM 6
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Ammo (Streak SRM 6) 15
- Endo-Composite
- Endo-Composite

1-3

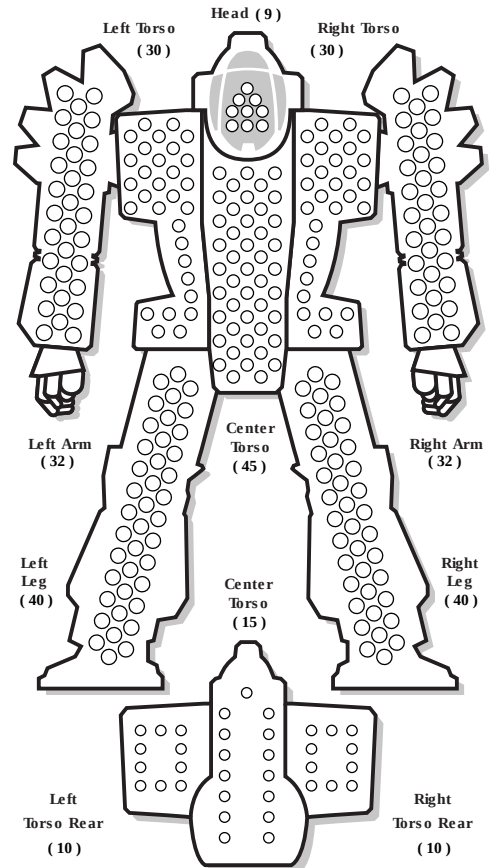
4-6

Right Leg

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

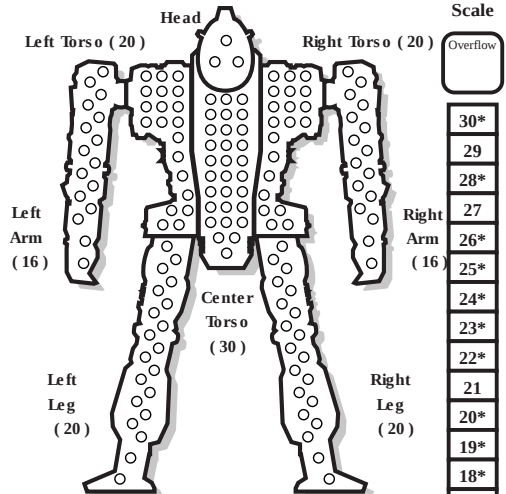
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo-Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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*
29
28*
27
26*
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