

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Tenshi TN-10-OR

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 285 Light

Tonnage: 95

Tech Base: Mixed

Rules Level: Standard

Role: Missile Boat

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
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
(C)								
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
(C)								
1	Extended LRM 20	LT	10	1/Msl [M,C,S]	10	12	22	38
1	Extended LRM 20	RT	10	1/Msl [M,C,S]	10	12	22	38
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
(C)								

Ammo: (ELRM 20) 24

BV: 2,237



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser [Clan]
- ER Medium Laser [Clan]
- Ammo (ELRM 20) 4
- Ammo (ELRM 20) 4

1-3

- Ammo (ELRM 20) 4
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Extended LRM 20
- Extended LRM 20
- Extended LRM 20
- Extended LRM 20

1-3

- Extended LRM 20
- Extended LRM 20
- Extended LRM 20
- Extended LRM 20
- Endo-Composite
- Endo-Composite

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser [Clan]

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser [Clan]
- ER Medium Laser [Clan]
- Ammo (ELRM 20) 4
- Ammo (ELRM 20) 4

1-3

- Ammo (ELRM 20) 4
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Extended LRM 20
- Extended LRM 20
- Extended LRM 20
- Extended LRM 20

1-3

- Extended LRM 20
- Extended LRM 20
- Extended LRM 20
- Extended LRM 20
- Endo-Composite
- Endo-Composite

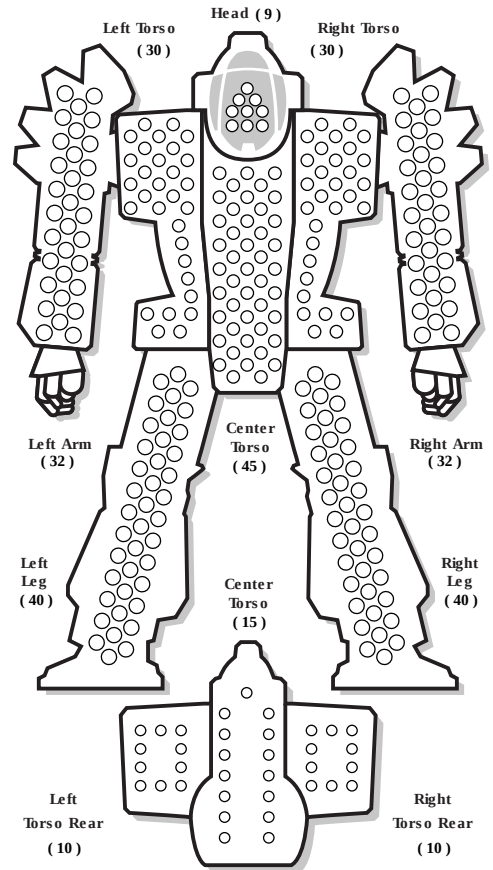
4-6

Right Leg

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

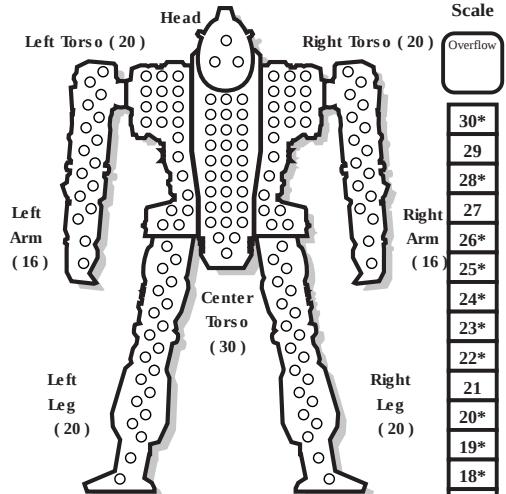
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo-Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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*
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