

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Vandal LI-OB

Movement Points:

Walking: 5

Running: 8 [10]

Jumping: 0

Engine Type: 325 XL

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Experimental

Role: Skirmisher

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	Snub-Nose PPC	LA	10	10/8/5 [DE,V]	—	9	13	15
1	TAG	LA	—	[E]	—	5	9	15
1	ER Flamer	RA	4	2 [DE,H,AI]	—	3	5	7
1	Vibroblade (Medium)	RA	—	10	—	—	—	—
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	MML 5	RT	3	[M,C,S]	—	—	—	—
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Vehicular Mine	RT	—	[E]	—	—	—	—
	Dispenser							
1	Angel ECM Suite	HD	—	[E]	—	—	—	6
1	C3 Boosted Slave	HD	—	[E]	—	—	—	—

Ammo: (MML 5/LRM) 24, (MML 5/SRM) 40, (Vehicular Mine Dispenser) 2

BV: 1,666



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Snub-Nose PPC
- Snub-Nose PPC
- TAG
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- Targeting Computer
- Targeting Computer

1-3

- Supercharger
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Leg

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

Head

- Sensors
- Sensors
- Angel ECM Suite
- Angel ECM Suite
- C3 Boosted Slave
- C3 Boosted Slave

1-3

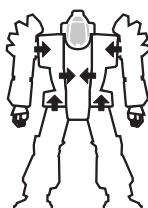
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Torso-Mounted Cockpit
- Sensors

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Flamer
- Vibroblade (Medium)

1-3

- Vibroblade (Medium)
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Life Support
- MML 5
- MML 5

1-3

- MML 5
- Ammo (MML 5/LRM) 24
- Ammo (MML 5/SRM) 20
- Ammo (MML 5/SRM) 20
- Vehicular Mine Dispenser (2)
- CASE II

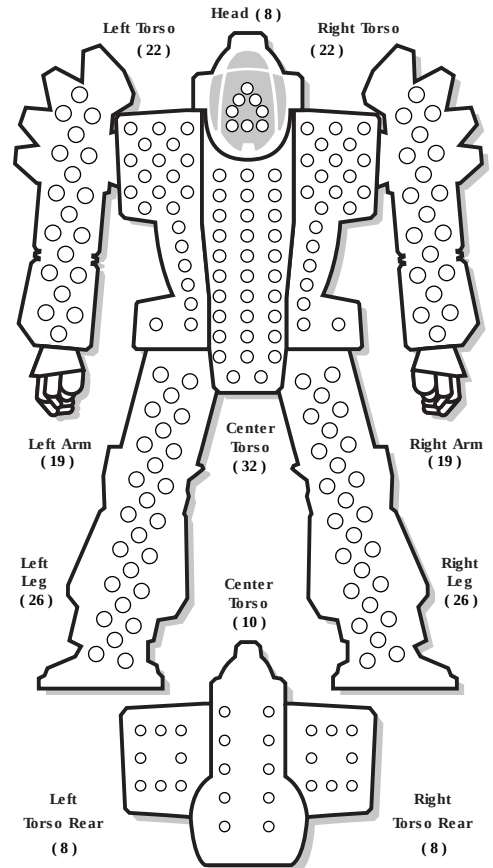
4-6

Right Leg

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

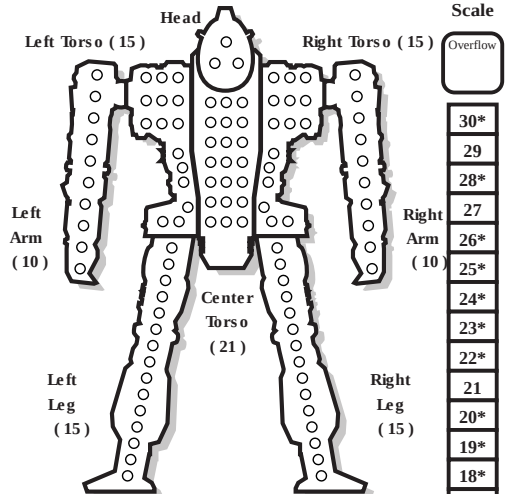
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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
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9
8*
7
6
5*
4
3
2
1
0