

BATTLETECH™

FOUR-LEGGED OMNIMECH RECORD SHEET

MECH DATA

Type: Sarath SRTH-10A

Movement Points:

Walking: 5 [6]

Running: 8 [9]

Jumping: 5

Engine Type: 250 XL

Tonnage: 50

Tech Base: Mixed

Rules Level: Advanced

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	LRM 15 (C) (T)	RT	5	1/Msl [M,C,S]	—	7	14	21
2	MML 3 (T)	RT	2	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Quad Turret	RT	—	[E]	—	—	—	—
1	ER Small Laser (C)	CT	2	5 [DE]	—	2	4	6
1	ER Small Laser (IS)	HD	2	3 [DE]	—	2	4	5

Ammo: (LRM 15) 32, (MML 3/LRM) 40, (MML 3/SRM) 33

BV: 1,738



CRITICAL TABLE

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ammo (MML 3/LRM) 40

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Triple Strength Myomer

1-3

4-6

- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Roll Again

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ammo (LRM 15) 8

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

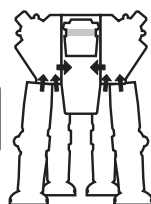
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Small Laser [Clan]

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



Damage Transfer Diagram

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ammo (MML 3/SRM) 33

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 15 [Clan] (T)
- LRM 15 [Clan] (T)
- LRM 15 [Clan] (T)

1-3

4-6

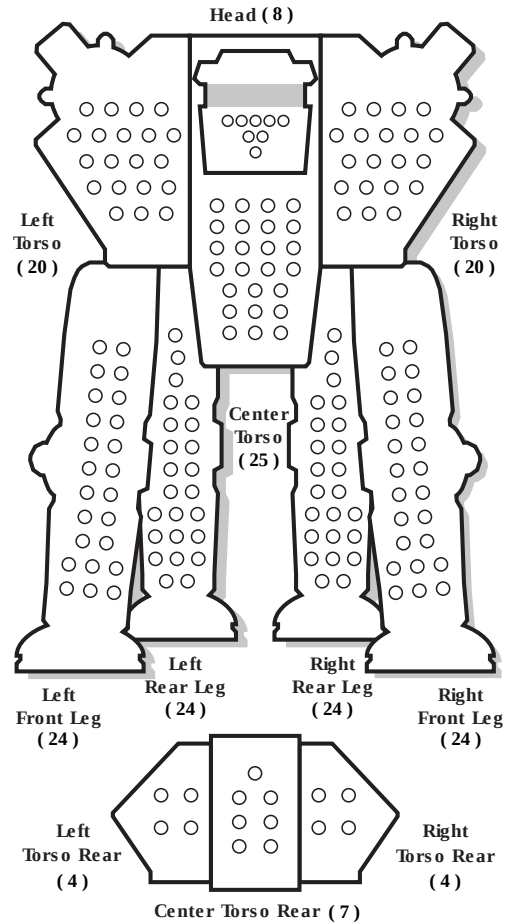
- LRM 15 [Clan] (T)
- MML 3 (T)
- MML 3 (T)
- MML 3 (T)
- MML 3 (T)
- Quad Turret

Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ammo (LRM 15) 8

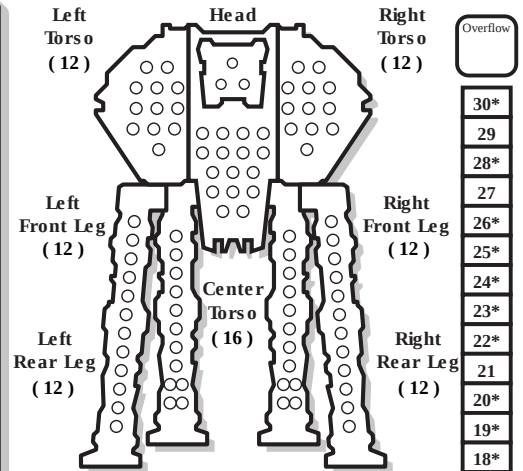
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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*
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