

# BATTLETECH™

## FOUR-LEGGED OMNIMECH RECORD SHEET

### MECH DATA

Type: Balias E

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Engine Type: 390 XL

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

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   | Streak LRM 15               | LT  | 5  | 1/Msl [M,C] | —   | 7   | 14  | 21  |
| 1   | ER Large Pulse Laser        | RT  | 13 | 10 [P]      | —   | 7   | 15  | 23  |
| 1   | Streak SRM 6                | RT  | 4  | 2/Msl [M,C] | —   | 4   | 8   | 12  |
| 1   | Imp. Heavy Medium Laser (R) | CT  | 7  | 10 [DE,X]   | —   | 3   | 6   | 9   |
| 1   | Flamer                      | HD  | 3  | 2 [DE,H,AI] | —   | 1   | 2   | 3   |

Ammo: (Streak LRM 15) 16, (Streak SRM 6) 15

BV: 2,097



### CRITICAL TABLE

#### Head

- Life Support
- Sensors
- Cockpit
- Flamer
- Sensors
- Life Support

#### Front Left Leg

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

#### Center Torso (CASE)

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

1-3

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Streak LRM 15
- Streak LRM 15
- Streak LRM 15
- Ammo (Streak LRM 15) 8

1-3

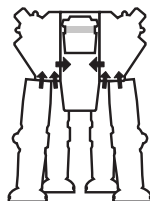
#### Rear Left Leg

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

4-6

4-6

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



Damage Transfer Diagram

#### Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ER Large Pulse Laser
- ER Large Pulse Laser
- ER Large Pulse Laser
- Streak SRM 6

4-6

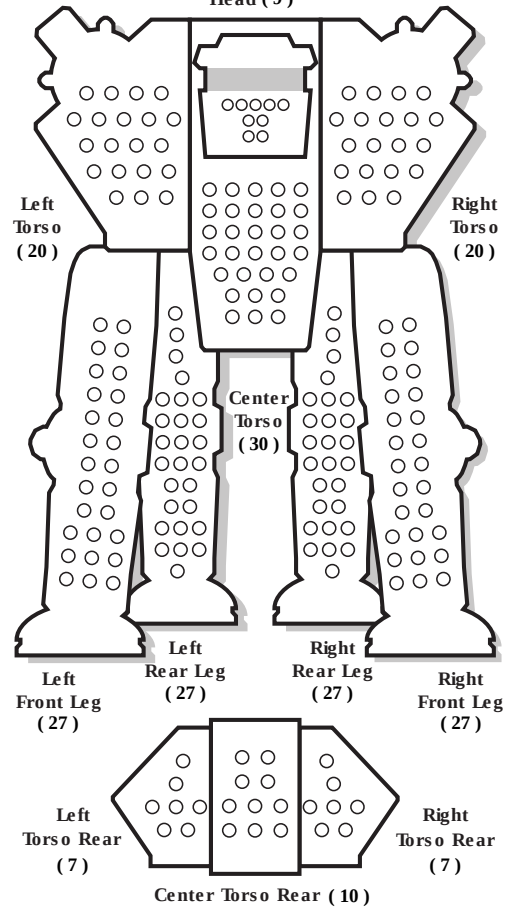
#### Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

### ARMOR DIAGRAM

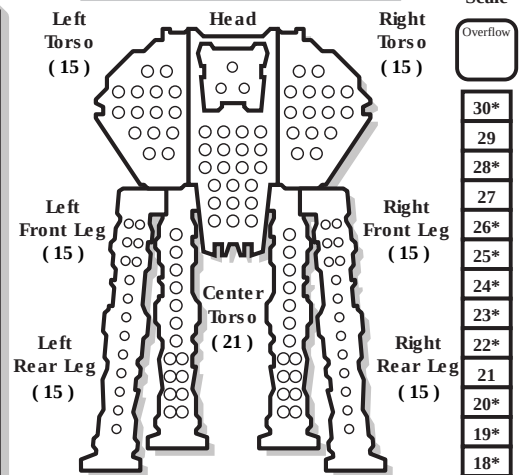
#### Ferro-Fibrous

Head (9)



### 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  |
| 10* |
| 9   |
| 8*  |
| 7   |
| 6   |
| 5*  |
| 4   |
| 3   |
| 2   |
| 1   |
| 0   |