

BATTLETECH™

SUPERHEAVY BATTLEMECH RECORD SHEET

MECH DATA

Type: Omega SHP-5R

Movement Points:

Walking: 2

Running: 3

Jumping: 0

Engine Type: 300 XL

Tonnage: 150

Tech Base: Inner Sphere

Rules Level: Advanced

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	LB 10-X AC	LA	2	10	—	6	12	18
				[DB,C/F/S]				
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	Heavy PPC	LT	15	15 [DE]	3	6	12	18
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
1	Heavy PPC	CT	15	15 [DE]	3	6	12	18
1	ECM Suite	CT	—	[E]	—	—	—	6
	(Guardian)							
1	C3 Computer (Slave)	CT	—	[E]	—	—	—	—

Ammo: (LB 10-X) 20, (LB 10-X Cluster) 20

BV: 2,753



CRITICAL TABLE

Left Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- Ammo (LB 10-X) 20
- CASE II
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Heavy PPC
- Heavy PPC
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Superheavy Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Superheavy Gyro
- Superheavy Gyro
- Heavy PPC

4-6

- Heavy PPC
- Double Heat Sink
- Double Heat Sink
- ECM Suite (Guardian)
- C3 Slave
- Roll Again

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

Right Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- Ammo (LB 10-X Cluster) 20
- CASE II
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Heavy PPC
- Heavy PPC
- Double Heat Sink
- Double Heat Sink

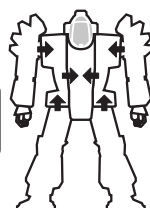
1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Right Leg

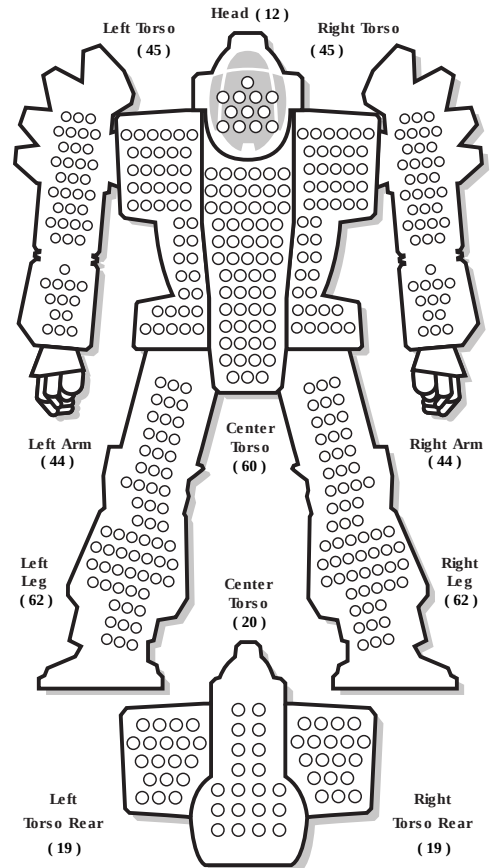
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink



Damage Transfer Diagram

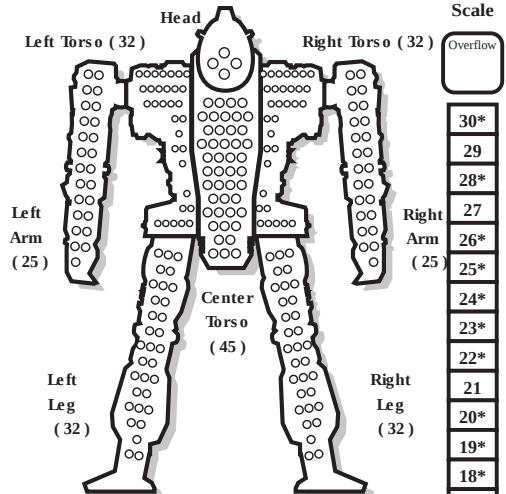
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 23 (46)
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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22*
21
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19*
18*
17*
16
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13*
12
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4
3
2
1
0