

# BATTLETECH™

## SUPERHEAVY THREE-LEGGED OMNIMECH RECORD SHEET

### MECH DATA

Type: Ares ARS-V1A Hera

Movement Points: **Tonnage:** 135  
Walking: 2 **Tech Base:** Mixed  
Running: 3 **Rules Level:** Advanced  
Jumping: 0 **Role:** Juggernaut  
Engine Type: 270 Fusion

### Weapons & Equipment Inventory

| Qty | Type                   | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|------------------------|-----|----|---------------|-----|-----|-----|-----|
| 2   | A-Pod                  | CL  | —  | [PB,OS,AI]    | —   | —   | —   | —   |
| 2   | A-Pod                  | LL  | —  | [PB,OS,AI]    | —   | —   | —   | —   |
| 2   | A-Pod                  | RL  | —  | [PB,OS,AI]    | —   | —   | —   | —   |
| 3   | ER Medium Pulse Laser  | LA  | 6  | 7 [P]         | —   | 5   | 9   | 14  |
| 1   | Imp. Heavy Gauss Rifle | RA  | 2  | 22 [DB,X]     | 3   | 6   | 12  | 19  |
| 1   | ER Medium Laser (C)    | LT  | 5  | 7 [DE]        | —   | 5   | 10  | 15  |
| 1   | ER Small Laser (C)     | LT  | 2  | 5 [DE]        | —   | 2   | 4   | 6   |
| 1   | LRM 5                  | LT  | 2  | 1/Msl [M,C,S] | 6   | 7   | 14  | 21  |
| 1   | SRM 2                  | LT  | 2  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |
| 1   | ER Medium Laser (C)    | RT  | 5  | 7 [DE]        | —   | 5   | 10  | 15  |
| 1   | ER Small Laser (C)     | RT  | 2  | 5 [DE]        | —   | 2   | 4   | 6   |
| 1   | LRM 5                  | RT  | 2  | 1/Msl [M,C,S] | 6   | 7   | 14  | 21  |
| 1   | SRM 2                  | RT  | 2  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |
| 1   | SRM 2                  | CT  | 2  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |
| 1   | ER Small Laser (C)     | CT  | 2  | 5 [DE]        | —   | 2   | 4   | 6   |

Ammo: (LRM 5) 24, (SRM 2) 50, (iHeavy Gauss) 24

### WARRIOR DATA

Pilot: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

|                 |   |   |   |    |    |      |
|-----------------|---|---|---|----|----|------|
| Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

Gunner: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

|                 |   |   |   |    |    |      |
|-----------------|---|---|---|----|----|------|
| Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

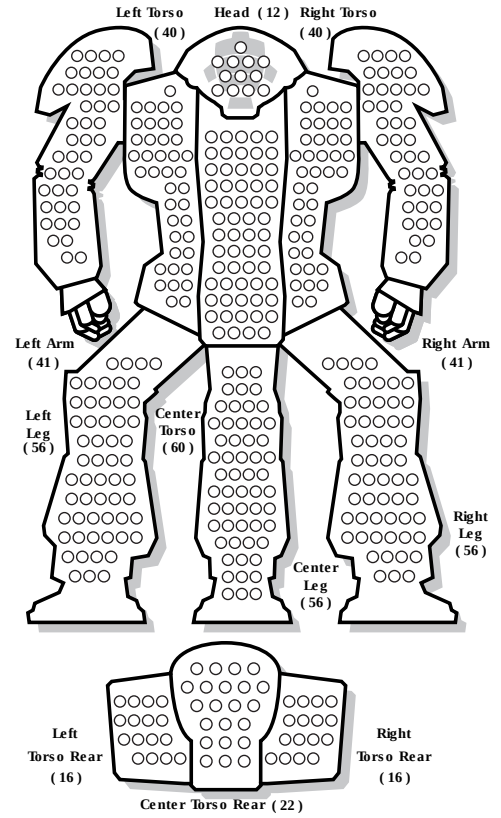
Tech Officer: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

|                 |   |   |   |    |    |      |
|-----------------|---|---|---|----|----|------|
| Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

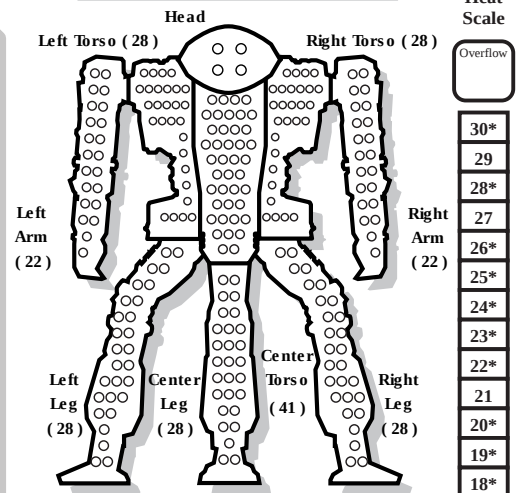
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo-Composite



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 18 (36)          |
|-------------|------------------------|-------------------------------------|
| 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     | ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ |

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- ER Medium Pulse Laser [Clan]
- ER Medium Pulse Laser [Clan]
- ER Medium Pulse Laser [Clan]
- Endo-Composite
- Roll Again
- Roll Again

#### Left Torso (CASE II)

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

- ER Medium Laser [Clan]
- ER Small Laser [Clan]
- LRM 5
- SRM 2
- Ammo (LRM 5) 24
- CASE II

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

#### Head

- Life Support
- Sensors
- Superheavy Tripod Cockpit
- Endo-Composite
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Superheavy Gyro
- Superheavy Gyro
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 2
- ER Small Laser [Clan]
- Endo-Composite

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

CATALYST  
game labs

Damage  
Transfer  
Diagram



#### Right Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle

- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- CASE II
- Endo-Composite

#### Right Torso (CASE II)

- Double Heat Sink
- Double Heat Sink
- ER Medium Laser [Clan]
- ER Small Laser [Clan]
- LRM 5
- SRM 2

- Ammo (SRM 2) 50
- Ammo (iHeavy Gauss) 8
- Ammo (iHeavy Gauss) 8
- Ammo (iHeavy Gauss) 8
- CASE II
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod