

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Karhu (Syngman)

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 325 XL

Tonnage: 65

Tech Base: Mixed

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18
1	ER Medium Laser (IS)	LA	5	5 [DE]	—	4	8	12
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	Retractable Blade	RA	—	7	—	—	—	—
1	Active Probe (Beagle)	LT	—	[E]	—	—	—	4
1	C3 Computer (Slave)	LT	—	[E]	—	—	—	—
1	ECM Suite (Guardian)	RT	—	[E]	—	—	—	6

Ammo: (Plasma Rifle) 20

BV: 1,924

WARRIOR DATA

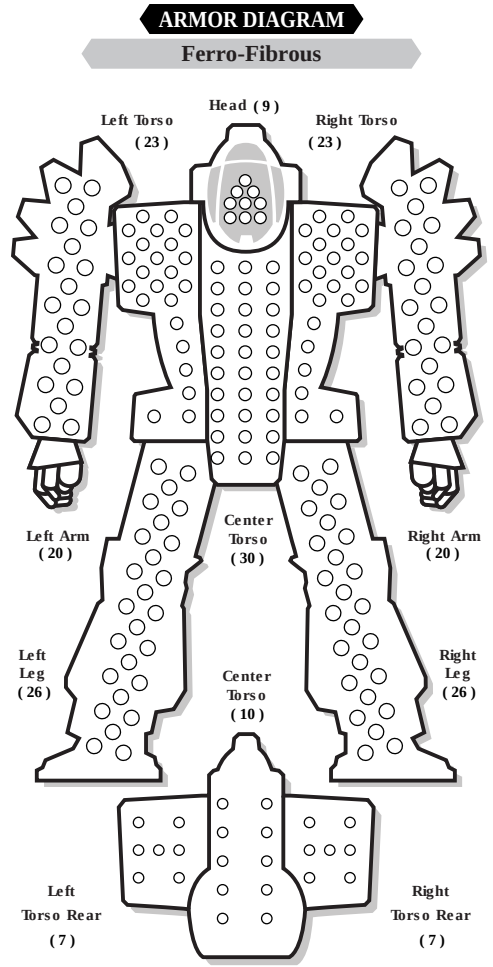
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #



CRITICAL TABLE

Left Arm

1. Shoulder

2. Upper Arm Actuator

1-3 3. Double Heat Sink

4. Double Heat Sink

5. Heavy PPC [IS]

6. Heavy PPC [IS]

Center Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

1-3 4. Gyro

5. Gyro

6. Gyro

Left Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. Active Probe (Beagle) [IS]

1-3 4. Active Probe (Beagle) [IS]

5. C3 Slave [IS]

6. Ferro-Fibrous

Right Arm

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

1-3 4. Hand Actuator

5. Plasma Rifle [IS]

6. Plasma Rifle [IS]

Right Torso

1. Retractable Blade [IS]

2. Retractable Blade [IS]

3. Retractable Blade [IS]

4-6 4. Retractable Blade [IS]

5. Retractable Blade [IS]

6. Endo Steel

Left Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4-6 4. Foot Actuator

5. Endo Steel

6. Endo Steel

Right Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4-6 4. Foot Actuator

5. Endo Steel

6. Endo Steel

Engine Hits ○○○○

Gyro Hits ○○○○

Sensor Hits ○○○○

Life Support ○

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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