

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Deva C-DVA-OS Caelestis

Movement Points: **Tonnage:** 70
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 [8] **Rules Level:** Standard
Jumping: 0 **Role:** Skirmisher
Engine Type: 280 Light

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Binary Laser (Blazer)	LA	16	12 [DE]	—	5	10	15
	Cannon							
1	Binary Laser (Blazer)	RA	16	12 [DE]	—	5	10	15
	Cannon							
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	C3i	RT	—	[E]	—	—	—	—
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	Laser AMS	HD	7	[PB]	—	1	—	—

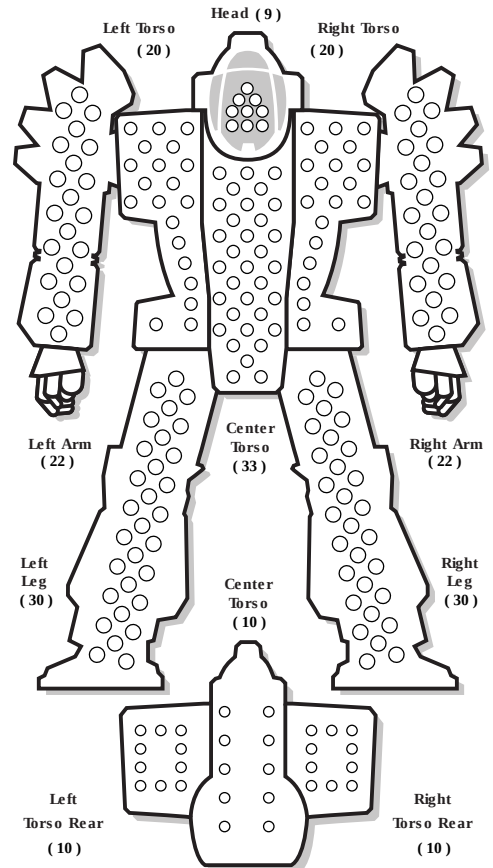
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness #

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

ARMOR DIAGRAM

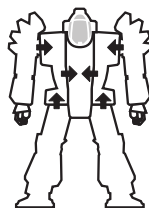
Standard Armor



BV: 1,785

CRITICAL TABLE

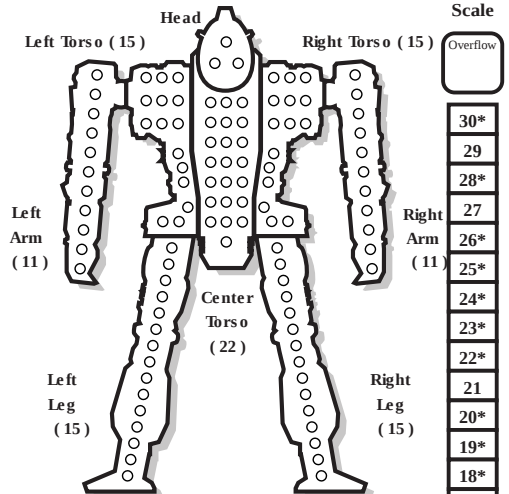
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Small Cockpit		3. Lower Arm Actuator
	4. Double Heat Sink		4. Sensors		4. Double Heat Sink
	5. Double Heat Sink		5. Laser AMS		5. Double Heat Sink
	6. Double Heat Sink		6. Laser AMS		6. Double Heat Sink
Left Torso		Center Torso		Right Torso	
4-6	1. Binary Laser (Blazer) Cannon	4-6	1. Light Fusion Engine	4-6	1. Binary Laser (Blazer) Cannon
	2. Binary Laser (Blazer) Cannon		2. Light Fusion Engine		2. Binary Laser (Blazer) Cannon
	3. Binary Laser (Blazer) Cannon		3. Light Fusion Engine		3. Binary Laser (Blazer) Cannon
	4. Binary Laser (Blazer) Cannon		4. Heavy Duty Gyro		4. Binary Laser (Blazer) Cannon
	5. Endo Steel		5. Heavy Duty Gyro		5. Endo Steel
	6. Endo Steel		6. Heavy Duty Gyro		6. Endo Steel
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Endo Steel		5. Endo Steel		
	6. Endo Steel		6. Endo Steel		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	14 (28)
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