

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Vulture (Mad Dog) DD
Movement Points: Tonnage: 60
Walking: 5 Tech Base: Clan
Running: 8 Rules Level: Standard
Jumping: 0 Role: Brawler
Engine Type: 300 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LB 2-X AC	LA	1	2 [DB,C/F/S]	4	10	20	30
3	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12

Ammo: (LB-2X) 45, (LRM 20 Artemis) 6, (Streak SRM 6) 15

BV: 1,851



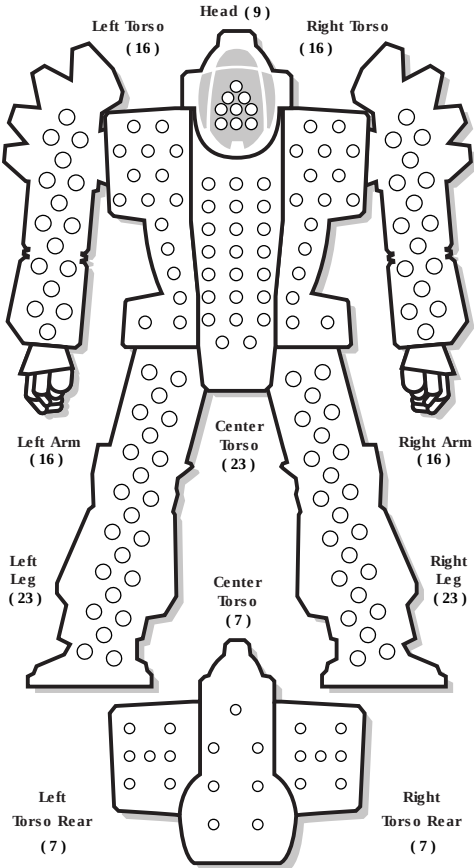
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous

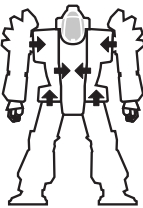


CRITICAL TABLE

- Left Arm (CASE)**
- Shoulder
 - Upper Arm Actuator
 - LB 2-X AC
 - LB 2-X AC
 - LB 2-X AC
 - LB 2-X AC
- Center Torso**
- LB 2-X AC
 - LB 2-X AC
 - Ammo (LB-2X) 45
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Streak SRM 6
 - Streak SRM 6
 - Ammo (Streak SRM 6) 15
 - Ferro-Fibrous
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Medium Pulse Laser
 - Medium Pulse Laser
 - Medium Pulse Laser
 - Ferro-Fibrous
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Streak SRM 6
 - Streak SRM 6
 - Ammo (Streak SRM 6) 15
 - Ferro-Fibrous
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

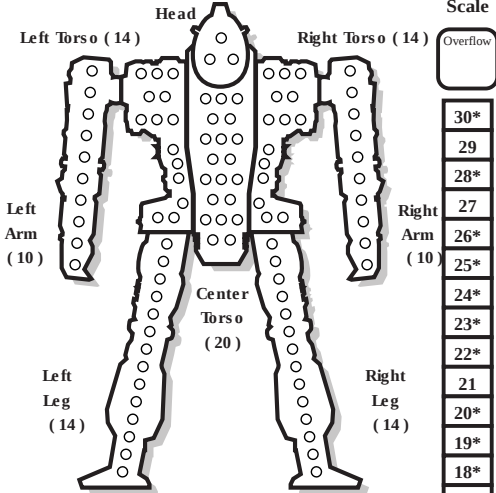
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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