

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Vulture (Mad Dog) T
Movement Points: Tonnage: 60
Walking: 5 Tech Base: Clan
Running: 8 Rules Level: Advanced
Jumping: 0 Role: Missile Boat
Engine Type: 300 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 20 Artemis V) 24

BV: 2,145



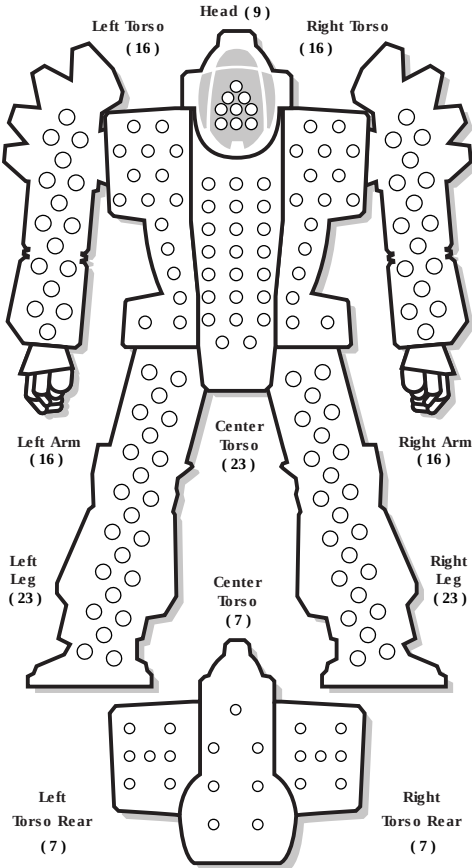
WARRIOR DATA

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

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

ARMOR DIAGRAM

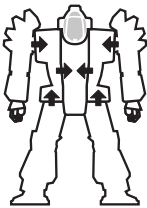
Ferro-Fibrous



CRITICAL TABLE

Left Arm		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. Cockpit		3. Lower Arm Actuator
	4. ER Large Laser		4. Ferro-Fibrous		4. ER Large Laser
	5. ER Medium Laser		5. Sensors		5. ER Medium Laser
	6. Ferro-Fibrous		6. Life Support		6. Ferro-Fibrous
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. Roll Again	4-6	1. XL Fusion Engine	4-6	1. XL Fusion Engine
	2. Roll Again		2. XL Fusion Engine		2. XL Fusion Engine
	3. Roll Again		3. XL Fusion Engine		3. LRM 20
	4. Roll Again		4. Gyro		4. LRM 20
	5. Roll Again		5. Gyro		5. LRM 20
	6. Roll Again		6. Double Heat Sink		6. LRM 20
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	1. Artemis V FCS	4-6	1. Hip
	2. Upper Leg Actuator		2. Artemis V FCS		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. Ammo (LRM 20 Artemis V) 6		3. Lower Leg Actuator
	4. Foot Actuator		4. Ammo (LRM 20 Artemis V) 6		4. Foot Actuator
	5. Roll Again		5. Ferro-Fibrous		5. Roll Again
	6. Roll Again		6. Ferro-Fibrous		6. Roll Again

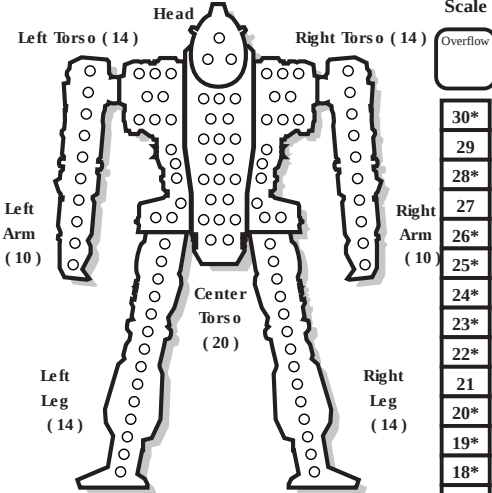
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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*
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16
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1
0