

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Black Lanner X
Movement Points:
Walking: 7
Running: 11 [14]
Jumping: 0
Engine Type: 385 XL

Tonnage: 55
Tech Base: Clan
Rules Level: Standard
Role: Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Imp. Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9
1	Rotary AC/2	RA	1	2/Sht [DB,R/C]	—	8	17	25

WARRIOR DATA

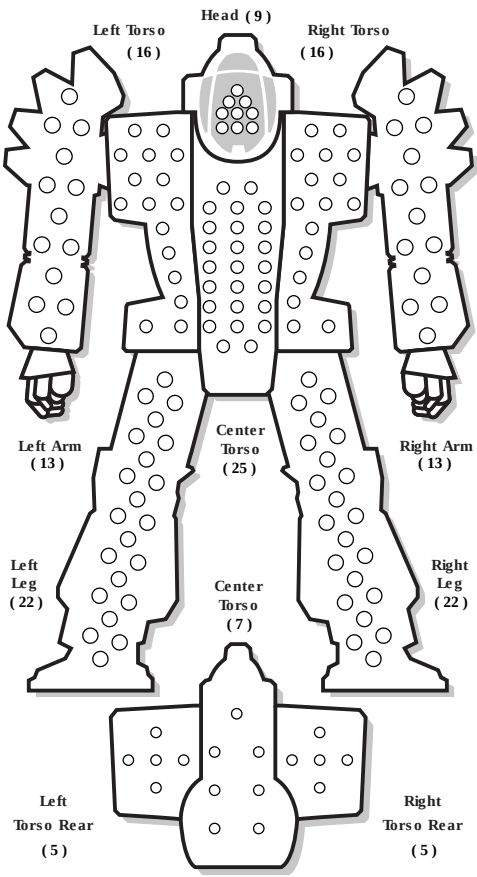
Name: _____
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness #

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

ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

Left Arm (CASE II)

1-3

- Shoulder
- Upper Arm Actuator
- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser

Center Torso

1-3

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

Right Arm

1-3

- Shoulder
- Upper Arm Actuator
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2

Left Torso

1-3

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Right Torso (CASE II)

1-3

- XL Fusion Engine
- XL Fusion Engine
- Ammo (RAC/2) 45
- Ammo (RAC/2) 45
- CASE II
- Ferro-Fibrous

Left Leg

4-6

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

4-6

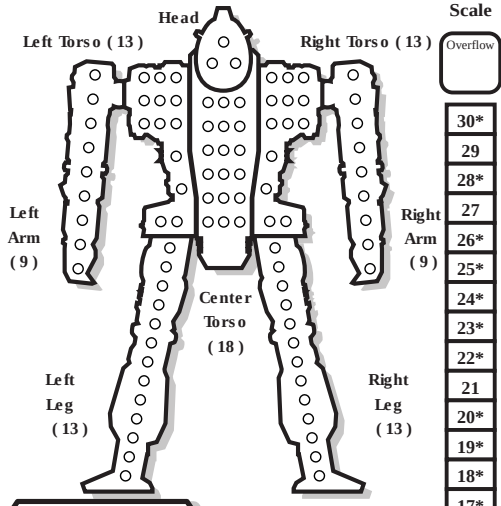
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

30*	Overflow
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	