

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Turkina X

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 285 XL

Tonnage: 95

Tech Base: Clan

Rules Level: Advanced

Role: Missile Boat

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Talons	RL/LL	—	29	—	—	—	—
1	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21
3	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
3	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	ECM Suite	HD	—	[E]	—	—	—	6

Ammo: (LRM 20 Artemis V) 36

BV: 2,892



CRITICAL TABLE

Left Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

- Artemis V FCS
- Artemis V FCS

- Ammo (LRM 20 Artemis V) 6
- Ammo (LRM 20 Artemis V) 6
- Ammo (LRM 20 Artemis V) 6
- CASE II

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Talons
- Talons

Head

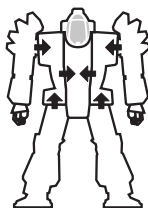
- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

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



Damage Transfer Diagram

Right Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

- Artemis V FCS
- Artemis V FCS
- Ammo (LRM 20 Artemis V) 6
- Ammo (LRM 20 Artemis V) 6
- Ammo (LRM 20 Artemis V) 6
- CASE II

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

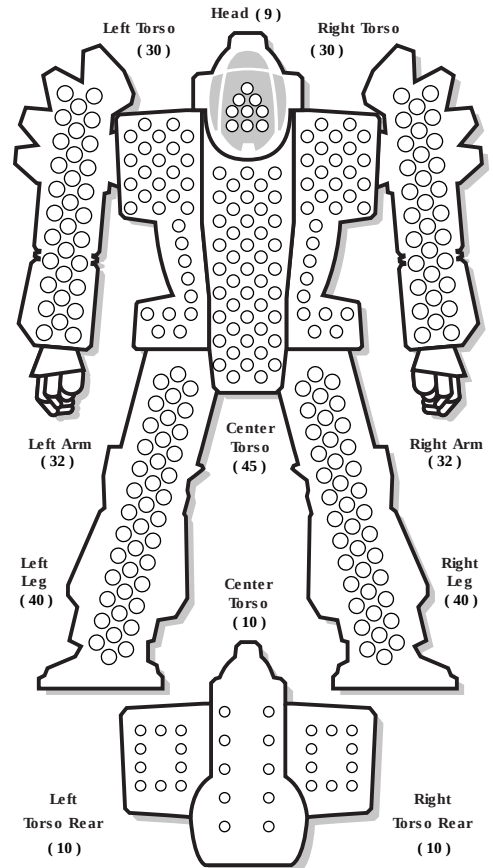
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Talons
- Talons

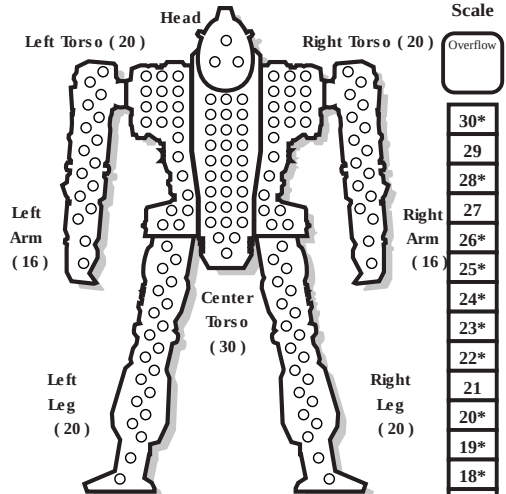
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks: 17 (34)



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