

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Kingfisher I

Movement Points:
Walking: 4
Running: 6
Jumping: 0
Engine Type: 360 Fusion

Tonnage: 90
Tech Base: Clan
Rules Level: Standard
Role: Brawler

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Imp. Heavy Large Laser	LA	18	16 [DE,X]	—	5	10	15
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22

Ammo: (Gauss) 16

BV: 2,334

WARRIOR DATA

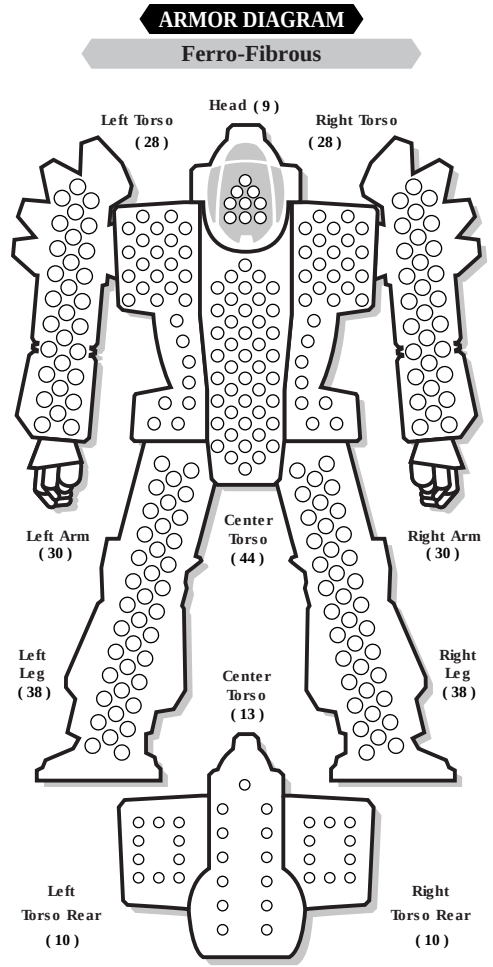
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #



CRITICAL TABLE

Left Arm (CASE)

1-3

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Imp. Heavy Large Laser
5. Imp. Heavy Large Laser
6. Imp. Heavy Large Laser

Center Torso

1-3

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

Left Torso

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Ammo (Gauss) 8
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1-3

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Right Leg

1-3

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Engine Hits

Gyro Hits

Sensor Hits

Life Support

CATALYST

game labs

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel

Heat Scale

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
-----	----	-----	----	-----	-----	-----	-----	-----	----	-----	-----	-----	-----	----	-----	-----	-----	----	----	-----	---	----	---	---	----	---	---	---	---	---

HEAT DATA

Heat Level*

Effects

Double Heat Sinks: 19 (38)

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	