

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Sojourner D

Movement Points:
Walking: 4
Running: 6 [8]
Jumping: 0
Engine Type: 240 Fusion

Tonnage: 60
Tech Base: Clan
Rules Level: Advanced
Role: Brawler

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Ultra AC/10	RA	3	10/Sht	—	6	12	18
				[DB,R/C]				
1	AES	RA	—	[E]	—	—	—	—

Ammo: (Ultra AC/10) 30

BV: 2,452

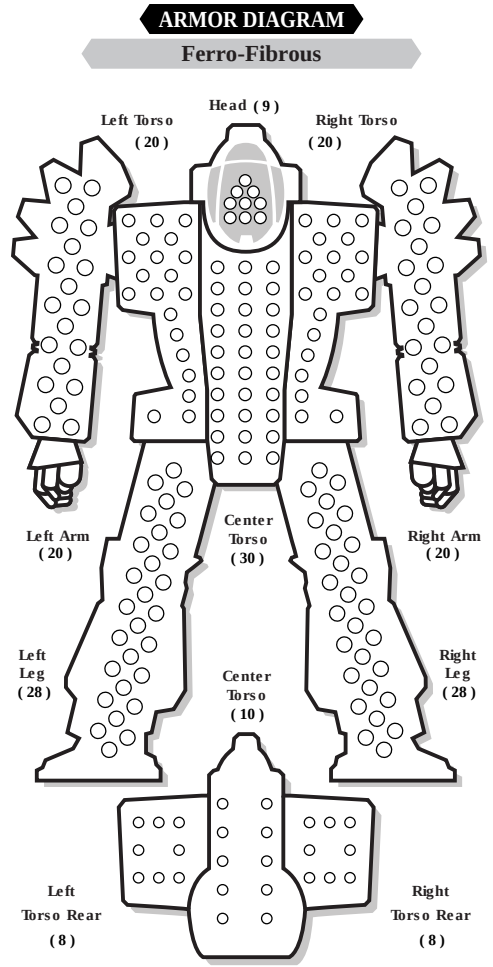
WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness #

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



CRITICAL TABLE

Left Arm

1-3

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

Center Torso

1-3

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

Left Torso

1-3

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

Right Arm

1-3

1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Ultra AC/10
6. Ultra AC/10

Center Torso

4-6

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

Right Torso (CASE II)

1-3

1. Ultra AC/10
2. Ultra AC/10
3. AES
4. AES
5. AES
6. Roll Again

Left Leg

4-6

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Supercharger
6. Roll Again

Right Leg

4-6

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Ammo (Ultra AC/10) 10
6. Ammo (Ultra AC/10) 10

Engine Hits

Gyro Hits

Sensor Hits

Life Support

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel

Head
Left Torso (14)
Right Torso (14)
Left Arm (10)
Right Arm (10)
Center Torso (20)
Left Leg (14)
Right Leg (14)

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: 12 (24)