

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Regent D

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 270 Fusion

Tonnage: 90

Tech Base: Clan

Rules Level: Standard

Role: Sniper

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
2	Imp. Heavy Medium Laser	RA	7	10 [DE,X]	—	3	6	9
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	Ultra AC/2	LT	1	2/Sht [DB,R/C]	2	9	18	27
1	LB 2-X AC	LT	1	2 [DB,C/F/S]	4	10	20	30
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	Ultra AC/2	RT	1	2/Sht [DB,R/C]	2	9	18	27
1	LB 2-X AC	RT	1	2 [DB,C/F/S]	4	10	20	30
1	Small Pulse Laser	HD	2	3 [P,AI]	—	2	4	6

Ammo: (LB-2X) 45, (LB-2X Cluster) 45, (LRM 15) 32, (Ultra AC/2) 90

BV: 2,116

WARRIOR DATA

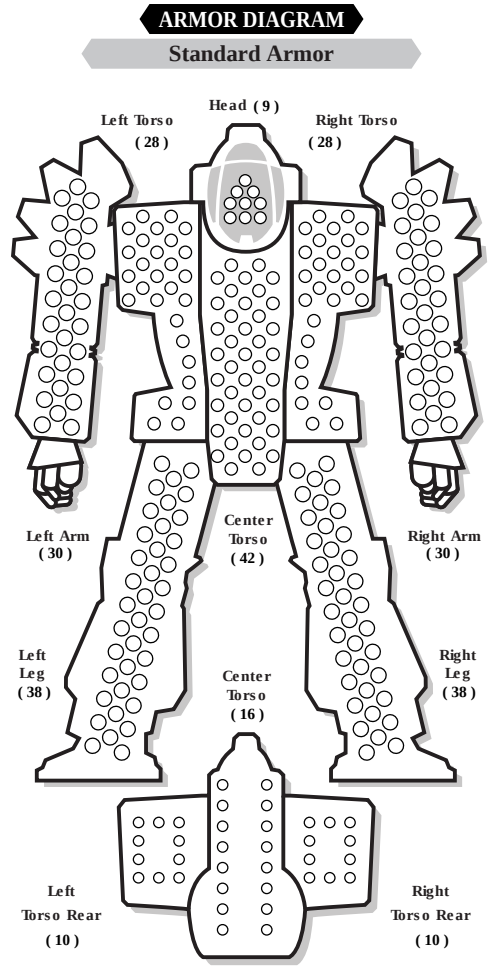
Name: _____

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. Double Heat Sink

5. Double Heat Sink

6. Imp. Heavy Medium Laser

Center Torso

1-3

1. Fusion Engine

2. Fusion Engine

3. Fusion Engine

4. Gyro

5. Gyro

6. Gyro

Left Torso (CASE II)

1-3

1. LRM 15

2. LRM 15

3. Ultra AC/2

4. Ultra AC/2

5. LB 2-X AC

6. LB 2-X AC

Right Torso (CASE II)

1-3

1. LRM 15

2. LRM 15

3. Ultra AC/2

4. Ultra AC/2

5. LB 2-X AC

6. LB 2-X AC

Engine Hits

Gyro Hits

Sensor Hits

Life Support

Left Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again

6. Roll Again

Right Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again

6. Roll Again

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure

HEAT DATA

Heat Level*

Effects

Double Heat Sinks: 12 (24)

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