BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Jade Phoenix Prime

Movement Points:		**Tonnage:**	85
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Advanced
Jumping:	5	**Role:**	Sniper
Engine Type:	340 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	LA	15	15 [DE]	—	7	14	23
1	HAG/30	RA	6	30 [C,F,X]	2	8	16	24
1	Partial Wing	RT/LT	—	[E]	—	—	—	—

Ammo: (HAG/30) 12

BV: 3,267

WARRIOR DATA

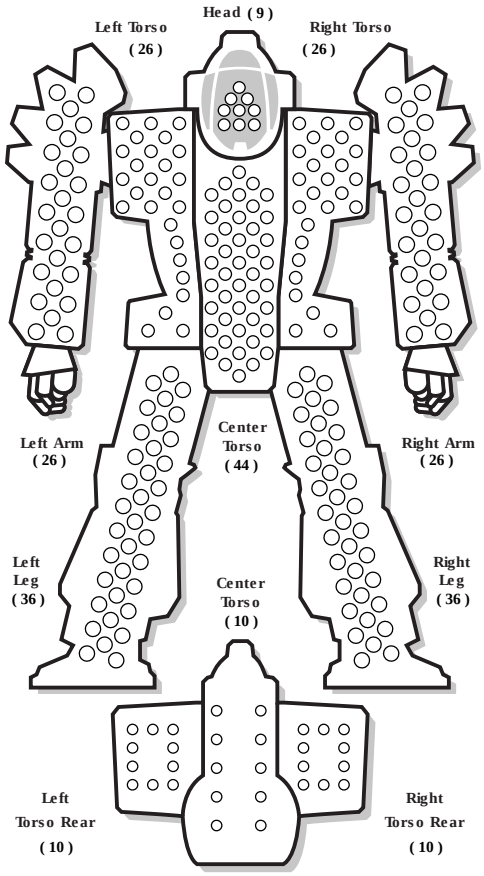
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

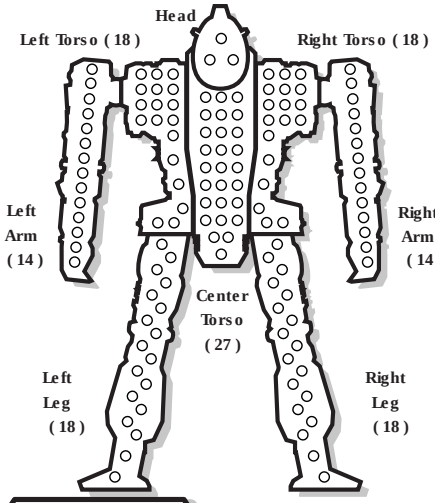
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo-Composite



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

CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. ER PPC
6. ER PPC

1. ER PPC (4-6)
2. ER PPC (4-6)
3. Endo-Composite
4. Endo-Composite
5. Endo-Composite
6. Endo-Composite

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing (1-3)
4. Partial Wing (1-3)
5. Partial Wing (1-3)
6. Double Heat Sink

1. Double Heat Sink (4-6)
2. Jump Jet
3. Jump Jet
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

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

Head

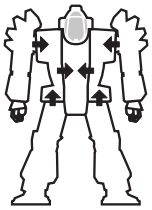
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

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



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. HAG/30 (1-3)
4. HAG/30 (1-3)
5. HAG/30 (1-3)
6. HAG/30 (1-3)

1. HAG/30 (4-6)
2. HAG/30 (4-6)
3. HAG/30 (4-6)
4. HAG/30 (4-6)
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing (1-3)
4. Partial Wing (1-3)
5. Partial Wing (1-3)
6. Jump Jet

1. Jump Jet
2. Ammo (HAG/30) 4
3. Ammo (HAG/30) 4
4. Ammo (HAG/30) 4
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

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

HEAT DATA

Double Heat Sinks: 18 (39) (Partial Wing +3)

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	

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