

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Naga II C

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 400 XL

Tonnage: 80

Tech Base: Clan

Rules Level: Standard

Role: Brawler

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	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Ultra AC/5	RA	1	5/Sht	—	7	14	21
				[DB,R/C]				
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
2	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
2	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Ammo: (LRM 15) 16, (Machine Gun) 200, (Streak SRM 6) 15, (Ultra AC/5) 40

BV: 2,060



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Streak SRM 6
- Streak SRM 6
- Large Pulse Laser
- Large Pulse Laser

1-3

- Medium Pulse Laser
- Ammo (Streak SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 15
- LRM 15
- Machine Gun
- Machine Gun

1-3

- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

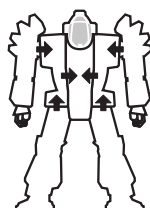
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Roll Again

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Medium Pulse Laser

1-3

- Ammo (Ultra AC/5) 20
- Ammo (Ultra AC/5) 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Machine Gun
- Machine Gun

1-3

- Ammo (Machine Gun) 200
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

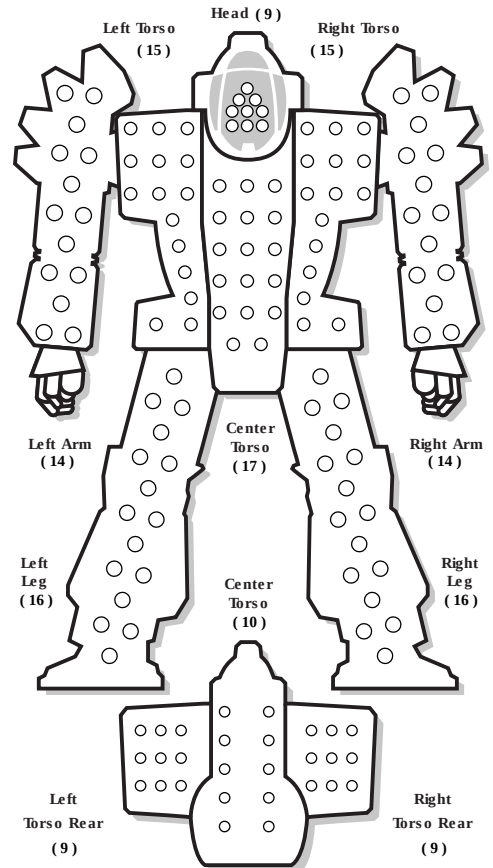
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

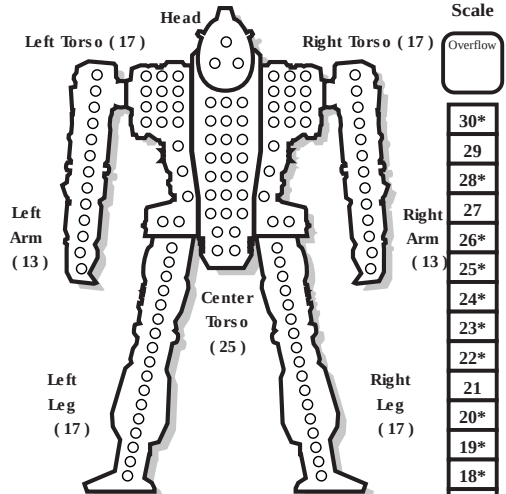
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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	○○○