

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Dragonfly (Viper) M
Movement Points: Tonnage: 40
Walking: 8 Tech Base: Clan
Running: 12 Rules Level: Standard
Jumping: 8 Role: Striker
Engine Type: 320 XL

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15	
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12	
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15	
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12	
1	Targeting Computer	LT	—	[E]	—	—	—	—	
1	Micro Pulse Laser	RT	1	3 [P, AI]	—	1	2	3	

BV: 2,054



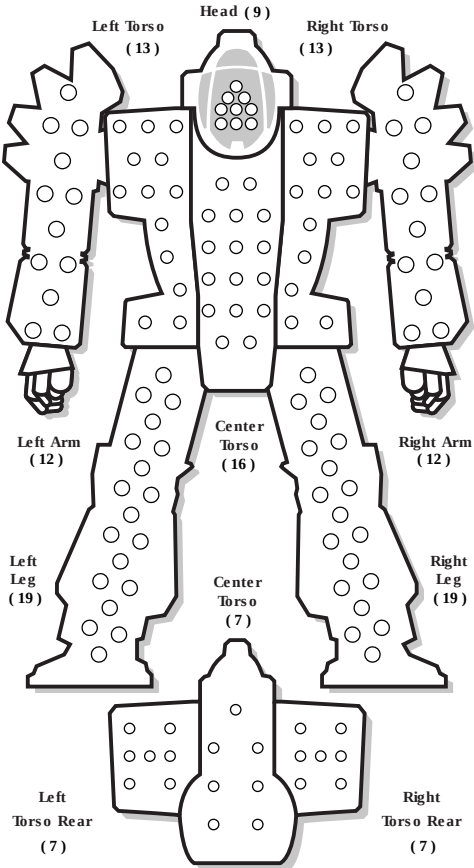
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

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

ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - Medium Pulse Laser

- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - Targeting Computer
 - Targeting Computer

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - Micro Pulse Laser
 - Endo Steel

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

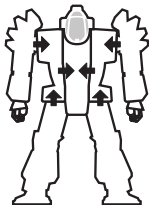
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - Medium Pulse Laser

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - Micro Pulse Laser
 - Endo Steel

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

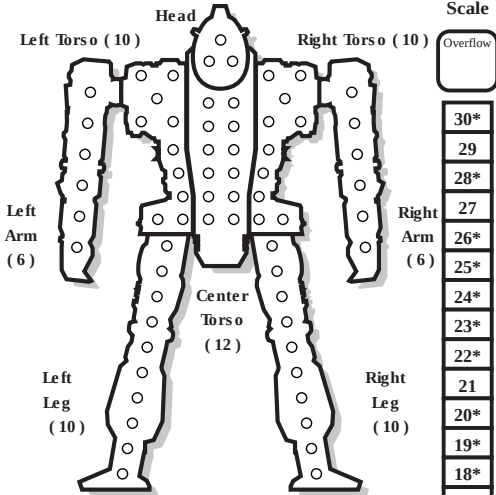
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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:
10 (20)

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