

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Inferno INF-NOA

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 75

Tech Base: Inner Sphere

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	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	Medium X-Pulse Laser	RT	6	6 [P]	—	3	6	9
1	ER PPC	CT	15	10 [DE]	—	7	14	23

Ammo: (Gauss) 16

BV: 1,846



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

5. Endo Steel

6. Endo Steel

1. Endo Steel

2. Endo Steel

3. Endo Steel

4. Roll Again

5. Roll Again

6. Roll Again

Left Torso (CASE II)

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1. Gauss Rifle

2. Medium X-Pulse Laser

3. Ammo (Gauss) 8

4. Ammo (Gauss) 8

5. CASE II

6. Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

5. Endo Steel

6. Endo Steel

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Compact Gyro
- Compact Gyro
- Fusion Engine

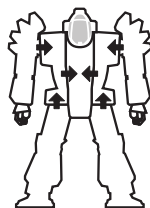
1-3

4-6

- Fusion Engine
- Fusion Engine
- ER PPC
- ER PPC
- ER PPC
- Roll Again

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

5. Endo Steel

6. Endo Steel

1. Endo Steel

2. Endo Steel

3. Endo Steel

4. Roll Again

5. Roll Again

6. Roll Again

Right Torso

- Medium X-Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

Right Leg

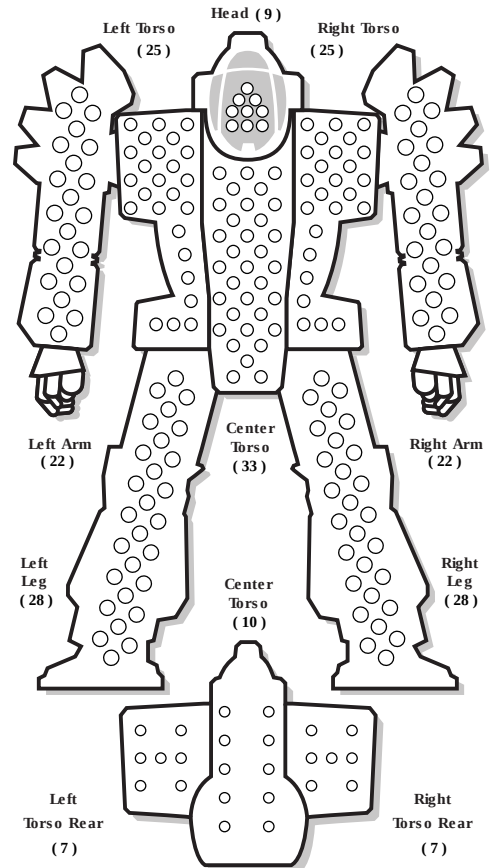
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

5. Endo Steel

6. Endo Steel

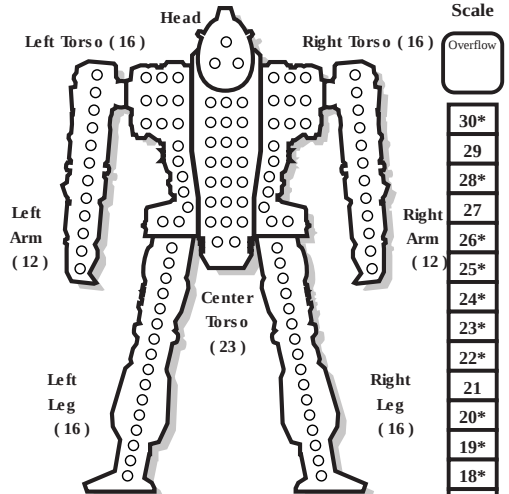
ARMOR DIAGRAM

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: 12 (24)
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	○○○