

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Gladiator-B (Executioner-B) Prime

Movement Points: **Tonnage:** 95
Walking: 3 **Tech Base:** Clan
Running: 5 **Rules Level:** Standard
Jumping: 2 **Role:** Juggernaut
Engine Type: 285 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LA	7	20/Sht	—	4	8	12
[DB,R/C]								
2	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	ER PPC	LT	15	15 [DE]	—	7	14	23
2	Ultra AC/2	RT	1	2/Sht	2	9	18	27
[DB,R/C]								

Ammo: (Ultra AC/2) 90, (Ultra AC/20) 20

BV: 2,613



WARRIOR DATA

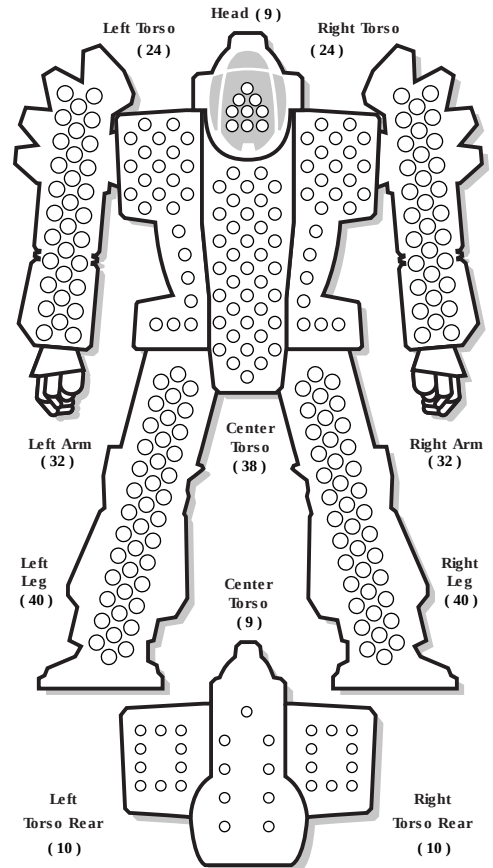
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

1-3

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ammo (Ultra AC/20) 5
- Ferro-Fibrous

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER PPC
- ER PPC
- Ammo (Ultra AC/20) 5
- Ammo (Ultra AC/20) 5
- Ammo (Ultra AC/20) 5
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

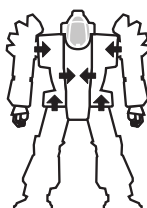
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- Large Pulse Laser
- Ammo (Ultra AC/2) 45
- Ferro-Fibrous

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ammo (Ultra AC/2) 45
- Ferro-Fibrous

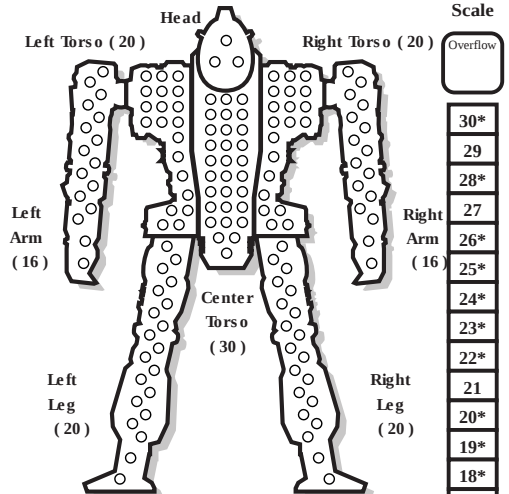
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 17 (34)
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	○○○

Heat Scale

Overflow

30*
29
28*
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