

BATTLETECH™

FOUR-LEGGED OMNIMECH RECORD SHEET

MECH DATA

Type: Snow Fox (Omni) Prime

Movement Points: **Tonnage:** 20
Walking: 8 **Tech Base:** Clan
Running: 12 [16] **Rules Level:** Standard
Jumping: 0 **Role:** Scout
Engine Type: 160 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Active Probe	LT	—	[E]	—	—	—	5
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ECM Suite	RT	—	[E]	—	—	—	6
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15

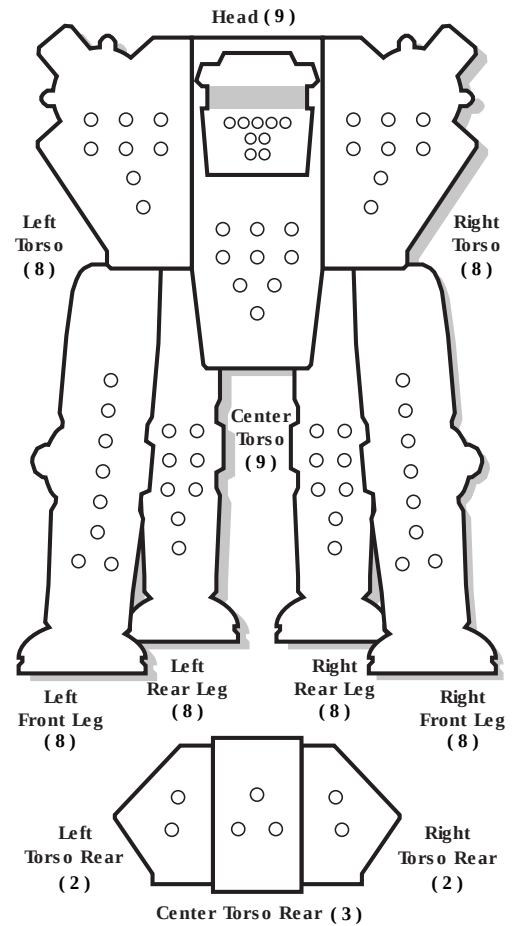
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous



BV: 1,464

CRITICAL TABLE

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Center Torso

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

1-3

4-6

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

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ECM Suite
- Endo Steel
- Endo Steel

1-3

4-6

Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Left Torso

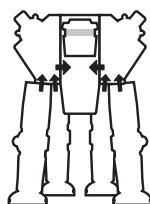
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Active Probe
- Targeting Computer
- Endo Steel

1-3

4-6

Rear Left Leg

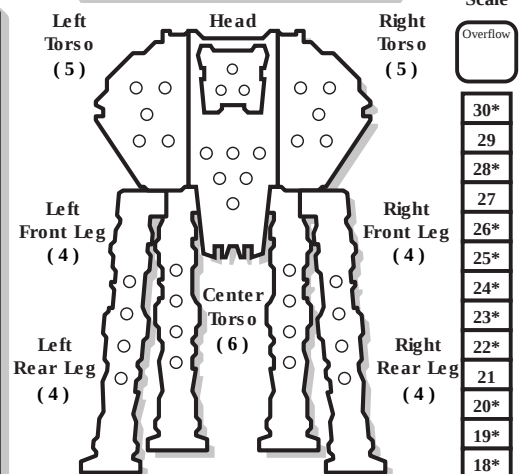
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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*
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