BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Osteon E

Movement Points:
Walking: 3
Running: 5
Jumping: 0
Engine Type: 255 XL

Tonnage: 85
Tech Base: Clan
Rules Level: Experimental
Role: Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/20	LA	4	20 [C,F,X]	2	8	16	24
1	HAG/20	RA	4	20 [C,F,X]	2	8	16	24
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Nova CEWS	HD	2	[E]	—	—	—	3
1	ER Large Laser	HD	12	10 [DE]	—	8	15	25
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15

Ammo: (HAG/20) 24

BV: 2,748

WARRIOR DATA

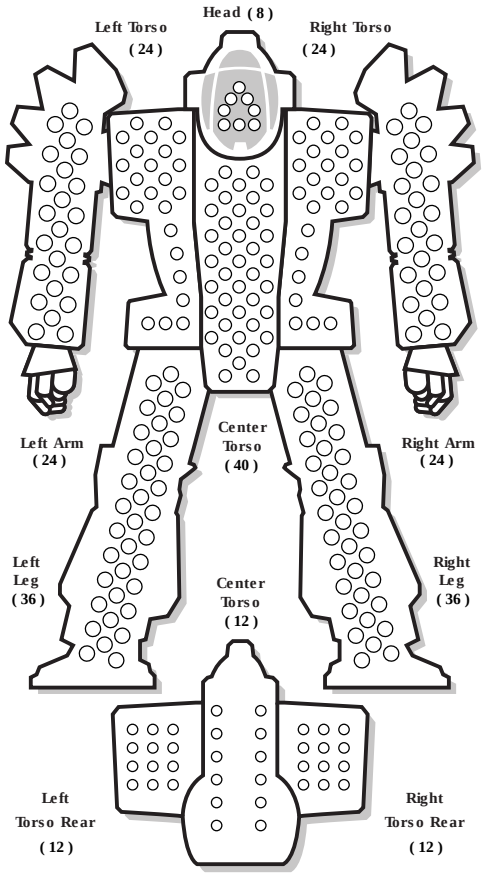
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

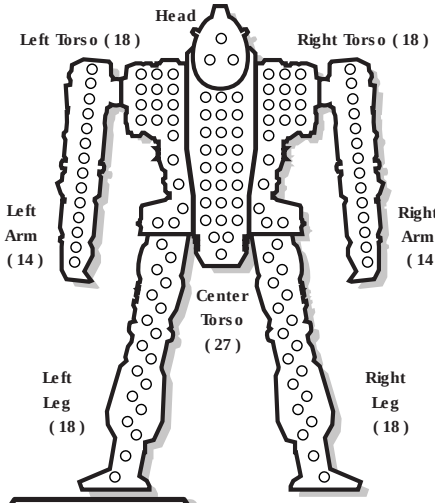
ARMOR DIAGRAM

Ferro-Lamellor



INTERNAL STRUCTURE DIAGRAM

Reinforced



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

CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. HAG/20 (1-3)
4. HAG/20 (1-3)
5. HAG/20 (1-3)
6. HAG/20 (1-3)
1. HAG/20 (4-6)
2. HAG/20 (4-6)
3. Ammo (HAG/20) 6 (4-6)
4. Ammo (HAG/20) 6 (4-6)
5. Ferro-Lamellor (4-6)
6. Ferro-Lamellor (4-6)

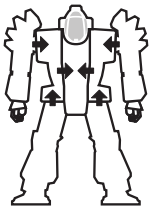
Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Life Support
4. Targeting Computer (1-3)
5. Targeting Computer (1-3)
6. Targeting Computer (1-3)
1. Targeting Computer (4-6)
2. Targeting Computer (4-6)
3. Ferro-Lamellor (4-6)
4. Ferro-Lamellor (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor
6. Ferro-Lamellor

Head
1. Sensors
2. Sensors
3. Nova CEWS
4. ER Large Laser
5. ER Medium Laser
6. Roll Again

Center Torso
1. XL Fusion Engine (1-3)
2. XL Fusion Engine (1-3)
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Torso-Mounted Cockpit (4-6)
6. Sensors (4-6)

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



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. HAG/20 (1-3)
4. HAG/20 (1-3)
5. HAG/20 (1-3)
6. HAG/20 (1-3)
1. HAG/20 (4-6)
2. HAG/20 (4-6)
3. Ammo (HAG/20) 6 (4-6)
4. Ammo (HAG/20) 6 (4-6)
5. Ferro-Lamellor (4-6)
6. Ferro-Lamellor (4-6)

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Life Support
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Ferro-Lamellor (1-3)
1. Ferro-Lamellor (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor
6. Ferro-Lamellor

HEAT DATA

Double Heat Sinks: 11 (22)

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	

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