

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Osteon F

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 255 XL

Tonnage: 85

Tech Base: Clan

Rules Level: Experimental

Role: Juggernaut

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	LA	1	15 [DB,X]	2	7	15	22
1	Rotary AC/5	RA	1	5/Sht	—	7	14	21
[DB,R/C]								
1	Machine Gun Array	LT	—	[T]	—	1	2	3
4	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Machine Gun Array	RT	—	[T]	—	1	2	3
4	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Nova CEWS	HD	2	[E]	—	—	—	3
1	ER Large Laser	HD	12	10 [DE]	—	8	15	25

Ammo: (Gauss) 16, (Machine Gun) 100, (RAC/5) 80

BV: 2,633



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Lamellor
- Ferro-Lamellor

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Life Support
- Machine Gun Array
- Machine Gun
- Machine Gun

1-3

- Machine Gun
- Machine Gun
- Ammo (Machine Gun) 100
- Ferro-Lamellor
- Ferro-Lamellor
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Lamellor
- Ferro-Lamellor

Head (CASE)

- Sensors
- Sensors
- Nova CEWS
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- ER Large Laser

1-3

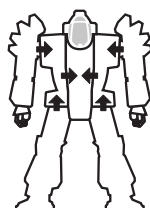
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Torso-Mounted Cockpit
- Sensors

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

1-3

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Ferro-Lamellor
- Ferro-Lamellor

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Life Support
- Machine Gun Array
- Machine Gun
- Machine Gun

1-3

- Machine Gun
- Machine Gun
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ferro-Lamellor
- Ferro-Lamellor

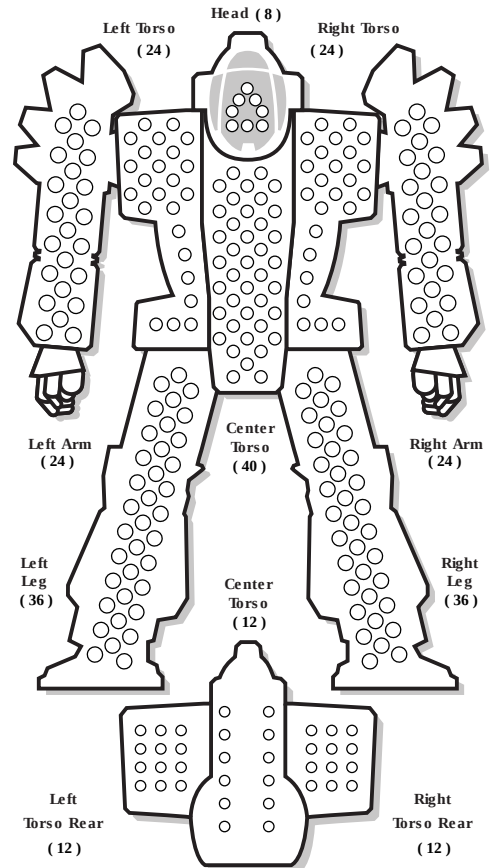
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Lamellor
- Ferro-Lamellor

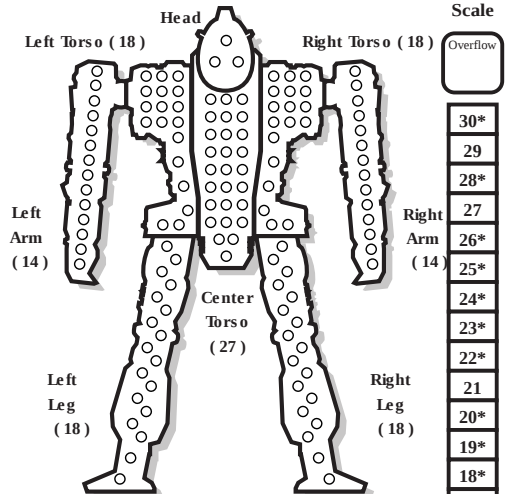
ARMOR DIAGRAM

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

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	○