

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Pariah (Septicemia) B-Z
Movement Points: Tonnage: 55
Walking: 5 Tech Base: Clan
Running: 8 Rules Level: Experimental
Jumping: 7 Role: Skirmisher
Engine Type: 275 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	LA	2	3 [P, AI]	—	2	4	6
1	Small Pulse Laser	RA	2	3 [P, AI]	—	2	4	6
1	Large Pulse Laser	LT	10	10 [P]	—	6	14	20
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
1	Light TAG	RT	—	[E]	—	3	6	9
1	Nova CEWS	HD	2	[E]	—	—	—	3

BV: 2,349



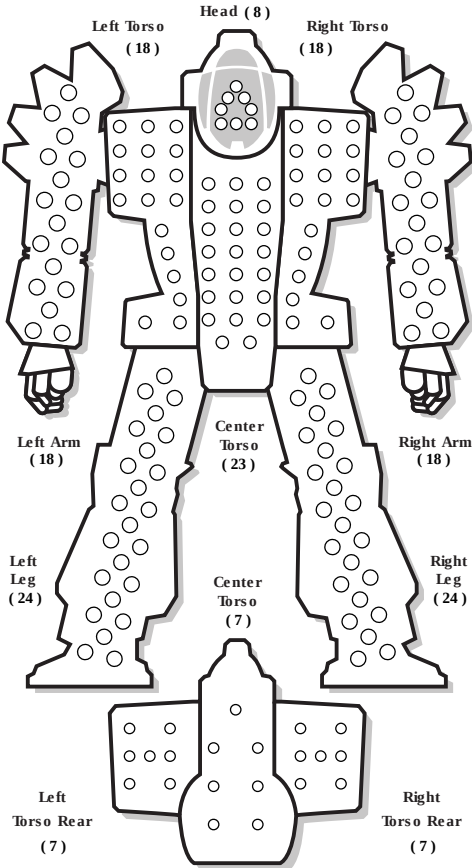
WARRIOR DATA

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

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

ARMOR DIAGRAM

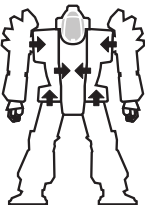
Ferro-Fibrous



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Small Pulse Laser
 - Endo Steel
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Nova CEWS
 - Sensors
 - Life Support
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Small Pulse Laser
 - Ferro-Fibrous
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Improved Jump Jet
 - Improved Jump Jet
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Improved Jump Jet
 - Improved Jump Jet

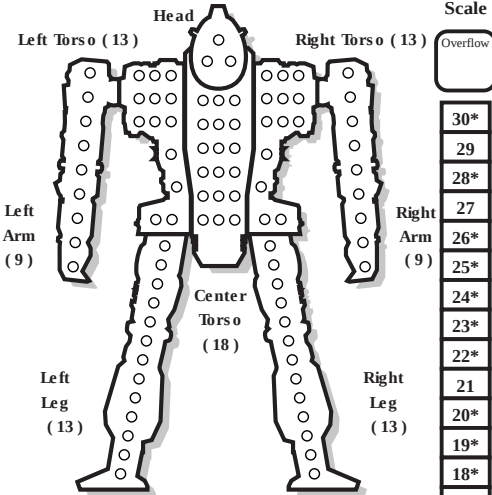
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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*
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3
2
1
0