BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Pariah (Septicemia) F

Movement Points:		**Tonnage:**	55
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Advanced
Jumping:	0	**Role:**	Missile Boat
Engine Type:	275 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV	LT/LA	10	20[AE,S,F]	—	1	2	9
1	Arrow IV	RT/RA	10	20[AE,S,F]	—	1	2	9

Ammo: (Arrow IV) 20

BV: 1,547

WARRIOR DATA

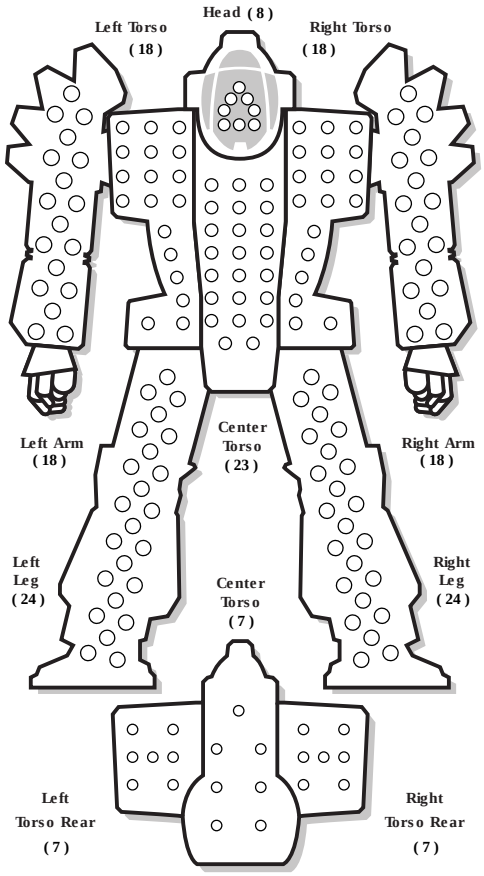
Name: _____

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

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

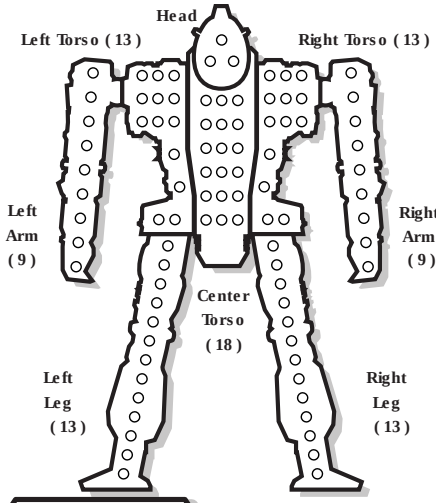
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

1. **Shoulder**
2. **Upper Arm Actuator**
3. **Arrow IV** (1-3)
4. **Arrow IV** (1-3)
5. **Arrow IV** (1-3)
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Head

1. **Life Support**
2. **Sensors**
3. **Cockpit**
4. Roll Again
5. **Sensors**
6. **Life Support**

Right Arm

1. **Shoulder**
2. **Upper Arm Actuator**
3. **Arrow IV** (1-3)
4. **Arrow IV** (1-3)
5. **Arrow IV** (1-3)
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Center Torso (CASE)

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. **Ammo (Arrow IV) 5** (4-6)
6. **Ammo (Arrow IV) 5** (4-6)

Left Torso (CASE)

1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **Arrow IV** (1-3)
4. **Arrow IV** (1-3)
5. **Arrow IV** (1-3)
6. **Arrow IV** (1-3)

1. **Arrow IV** (4-6)
2. **Arrow IV** (4-6)
3. **Arrow IV** (4-6)
4. **Arrow IV** (4-6)
5. **Arrow IV** (4-6)
6. **Ammo (Arrow IV) 5**

Right Torso (CASE)

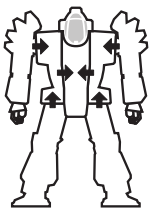
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **Arrow IV** (1-3)
4. **Arrow IV** (1-3)
5. **Arrow IV** (1-3)
6. **Arrow IV** (1-3)

1. **Arrow IV** (4-6)
2. **Arrow IV** (4-6)
3. **Arrow IV** (4-6)
4. **Arrow IV** (4-6)
5. **Arrow IV** (4-6)
6. **Ammo (Arrow IV) 5**

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

Left Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Roll Again
6. Roll Again



Damage Transfer Diagram

Right Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Roll Again
6. Roll Again

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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