

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Grigori C-GRG-O (Rufus)

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 4

Engine Type: 240 Light

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### 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   | MML 7              | LA  | 4  | [M,C,S]     |     |     |     |     |
|     | LRM                |     |    | 1/Msl       | 6   | 7   | 14  | 21  |
|     | SRM                |     |    | 2/Msl       | —   | 3   | 6   | 9   |
| 1   | MML 7              | RA  | 4  | [M,C,S]     |     |     |     |     |
|     | LRM                |     |    | 1/Msl       | 6   | 7   | 14  | 21  |
|     | SRM                |     |    | 2/Msl       | —   | 3   | 6   | 9   |
| 1   | C3i                | LT  | —  | [E]         | —   | —   | —   | —   |
| 1   | ER Small Laser (R) | LT  | 2  | 3 [DE]      | —   | 2   | 4   | 5   |
| 1   | Light PPC          | RT  | 5  | 5 [DE]      | 3   | 6   | 12  | 18  |
| 1   | Medium VSP Laser   | HD  | 7  | 9/7/5 [P,V] | —   | 2   | 5   | 9   |

Ammo: (MML 7/LRM Artemis) 34, (MML 7/SRM Artemis) 14

BV: 1,323



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- MML 7

1-3

- MML 7
- MML 7
- MML 7
- Artemis IV FCS
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- C3i
- C3i
- Jump Jet
- Jump Jet
- ER Small Laser (R)
- Ammo (MML 7/SRM Artemis) 14
- Ammo (MML 7/LRM Artemis) 17
- Ammo (MML 7/LRM Artemis) 17
- CASE
- Roll Again

1-3

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Medium VSP Laser
- Medium VSP Laser

1-3

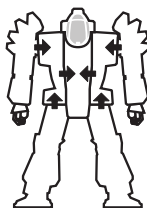
#### Center Torso

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

4-6

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

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- MML 7
- MML 7
- MML 7
- MML 7

1-3

4-6

- Artemis IV FCS
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again
- Roll Again

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Supercharger
- Light PPC
- Light PPC
- PPC Capacitor
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

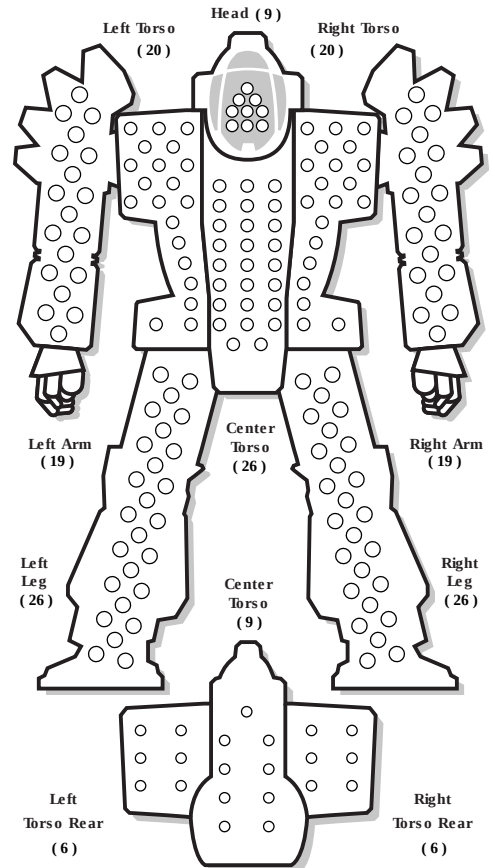
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

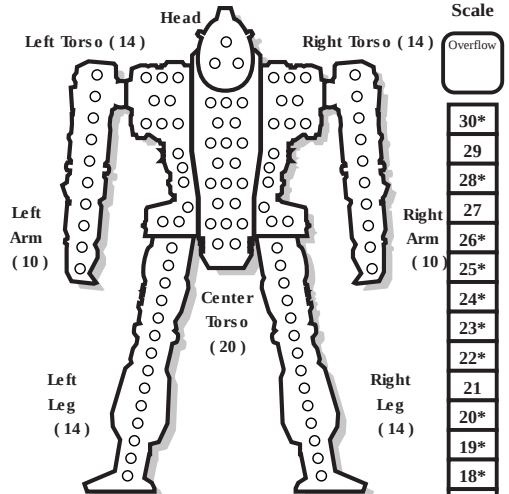
### ARMOR DIAGRAM

#### Light Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### 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   |