

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: OmniMarauder MAD-BR-OA

Movement Points: **Tonnage:** 75
Walking: 4 **Tech Base:** Mixed
Running: 6 **Rules Level:** Advanced
Jumping: 0 **Role:** Juggernaut
Engine Type: 300 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	LA	10	10 [DE,H]	—	5	10	15
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	Light TAG	LT	—	[E]	—	3	6	9
1	Heavy Gauss Rifle	CT/RT	2	25/20/10 [DB,X]	4	6	13	20

Ammo: (Heavy Gauss) 8, (Plasma Rifle) 20

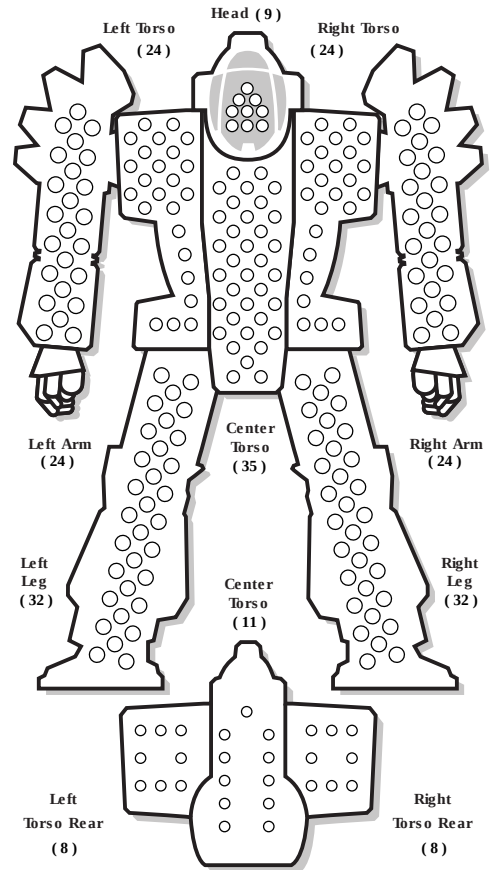
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Lamellor



BV: 2,127



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Plasma Rifle
- Plasma Rifle
- Ammo (Plasma Rifle) 10
- Ferro-Lamellor [Clan]

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Lamellor [Clan]
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Plasma Rifle
- Plasma Rifle
- Ammo (Plasma Rifle) 10
- Ferro-Lamellor [Clan]

Center Torso (CASE II)

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

- Ferro-Lamellor [Clan]
- Ferro-Lamellor [Clan]
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Ammo (Heavy Gauss) 4
- Ammo (Heavy Gauss) 4
- Light TAG [Clan]
- Endo Steel [Clan]

- XL Fusion Engine
- XL Fusion Engine
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- CASE II [Clan]

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle

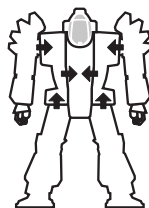
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Lamellor [Clan]
- Ferro-Lamellor [Clan]

Right Leg

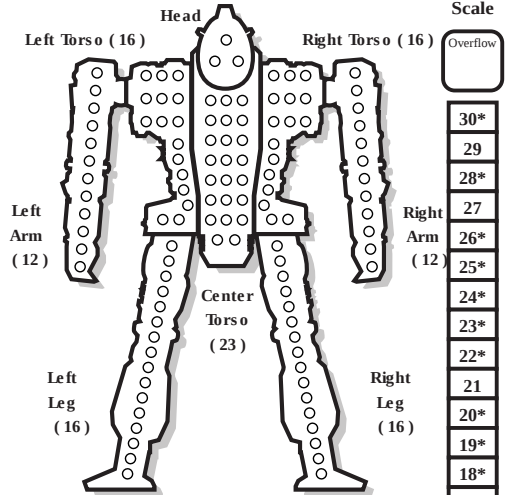
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Lamellor [Clan]
- Ferro-Lamellor [Clan]



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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

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