

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Phantom H
Movement Points:
Walking: 9
Running: 14
Jumping: 0
Engine Type: 360 XL
Tonnage: 40
Tech Base: Clan
Rules Level: Standard
Role: Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Heavy Small Laser	LA	3	6 [DE]	—	1	2	3
3	Heavy Small Laser	RA	3	6 [DE]	—	1	2	3
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3
1	Targeting Computer	CT	—	[E]	—	—	—	—

BV: 1,178

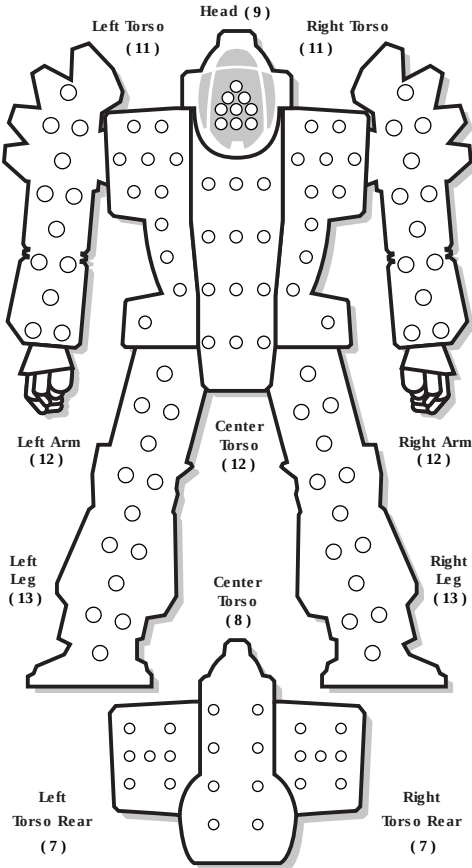
WARRIOR DATA

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
 - Lower Arm Actuator
 - Hand Actuator
 - Heavy Small Laser
 - Heavy Small Laser

- Center Torso
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Left Torso
- XL Fusion Engine
 - XL Fusion Engine
 - Medium Pulse Laser
 - Endo Steel
 - Ferro-Fibrous
 - Roll Again

- Right Torso
- XL Fusion Engine
 - XL Fusion Engine
 - Flamer
 - Endo Steel
 - Ferro-Fibrous
 - Roll Again

- Left Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Ferro-Fibrous

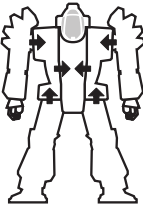
- Head
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support

- Right Arm
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Heavy Small Laser
 - Heavy Small Laser

- Center Torso
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Left Torso
- XL Fusion Engine
 - XL Fusion Engine
 - Medium Pulse Laser
 - Endo Steel
 - Ferro-Fibrous
 - Roll Again

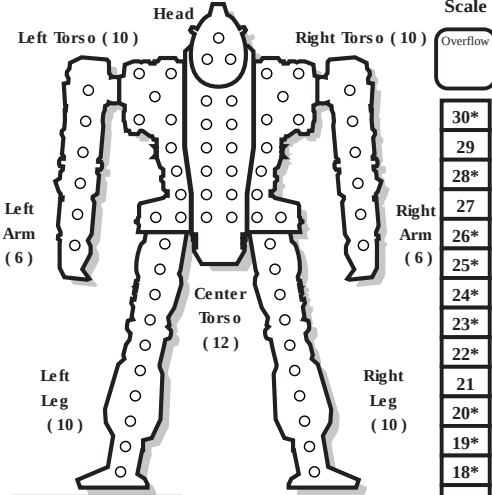
- Right Torso
- XL Fusion Engine
 - XL Fusion Engine
 - Flamer
 - Endo Steel
 - Ferro-Fibrous
 - Roll Again



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

Heat Scale
30*
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28*
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