

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Crossbow A

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 325 Fusion

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	LRM 5	LA	2	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 6	RA	4	2/Msl [M,C]	—	4	8	12
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	LRM 5	RA	2	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 5) 48, (Streak SRM 6) 30

BV: 1,719

WARRIOR DATA

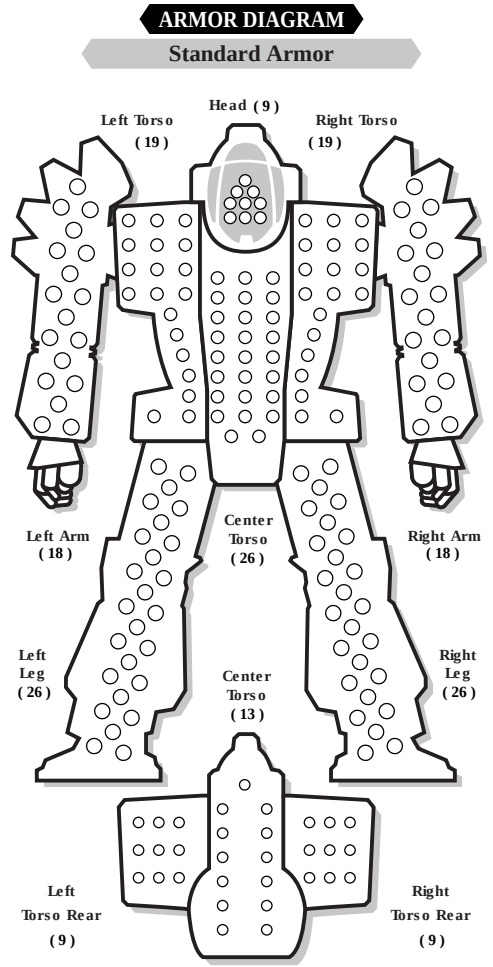
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #



CRITICAL TABLE

Left Arm (CASE)

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

1-3 4. Streak SRM 6

5. Streak SRM 6

6. Medium Pulse Laser

Center Torso

1. Fusion Engine

2. Fusion Engine

3. Fusion Engine

1-3 4. Gyro

5. Gyro

6. Gyro

Left Torso

1. Roll Again

2. Roll Again

3. Roll Again

1-3 4. Roll Again

5. Roll Again

6. Roll Again

Right Arm (CASE)

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

1-3 4. Streak SRM 6

5. Streak SRM 6

6. Medium Pulse Laser

Right Torso

1. Roll Again

2. Roll Again

3. Roll Again

1-3 4. Roll Again

5. Roll Again

6. Roll Again

Left Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again

6. Roll Again

Right Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again

6. Roll Again

Engine Hits

Gyro Hits

Sensor Hits

Life Support

CATALYST

game labs

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure

HEAT DATA

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

Double Heat Sinks: 10 (20)

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