

# BATTLETECH™

## OMNIMECH RECORD SHEET

### MECH DATA

Type: Strider SR1-OA

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Engine Type: 240 Fusion

Tonnage: 40

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

### 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   | Narc                  | LA  | —  | [M]    | —   | 3   | 6   | 9   |
| 1   | Narc                  | RA  | —  | [M]    | —   | 3   | 6   | 9   |
| 1   | TAG                   | LT  | —  | [E]    | —   | 5   | 9   | 15  |
| 1   | C3 Computer (Slave)   | RT  | —  | [E]    | —   | —   | —   | —   |
| 1   | Active Probe (Beagle) | CT  | —  | [E]    | —   | —   | —   | 4   |
| 1   | Small Laser           | HD  | 1  | 3 [DE] | —   | 1   | 2   | 3   |

Ammo: (Narc) 12

BV: 723



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Narc
- Narc
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- Ammo (Narc) 6
- TAG
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Active Probe (Beagle)
- Active Probe (Beagle)

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Narc
- Narc
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- Ammo (Narc) 6
- C3 Slave
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

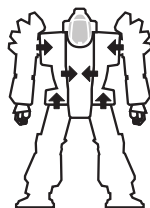
1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

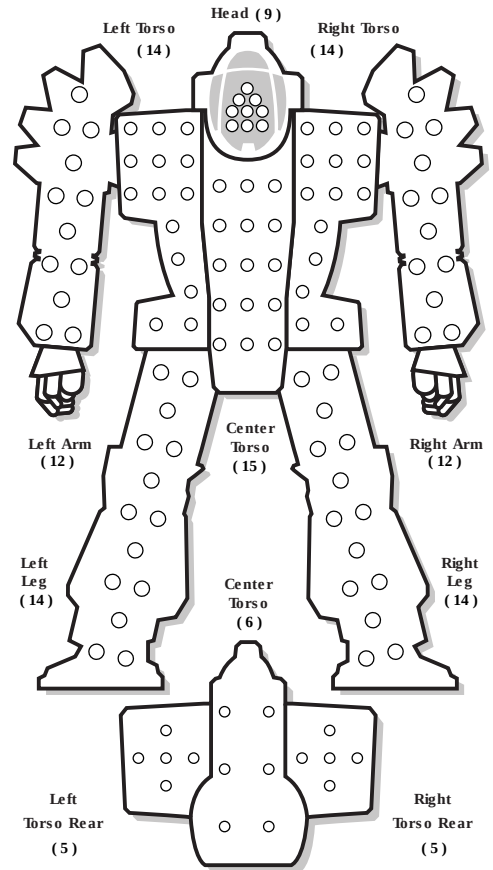
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again



Damage Transfer Diagram

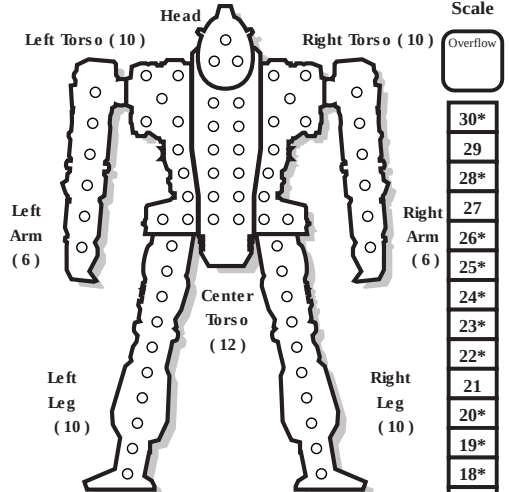
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: |
|-------------|------------------------|-------------|
| 30          | Shutdown               | 10          |
| 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     | ○           |