

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Turkina B
Movement Points:
Walking: 3
Running: 5
Jumping: 3
Engine Type: 285 XL
Tonnage: 95
Tech Base: Clan
Rules Level: Standard
Role: Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
2	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Targeting Computer	RA	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12

BV: 3,420



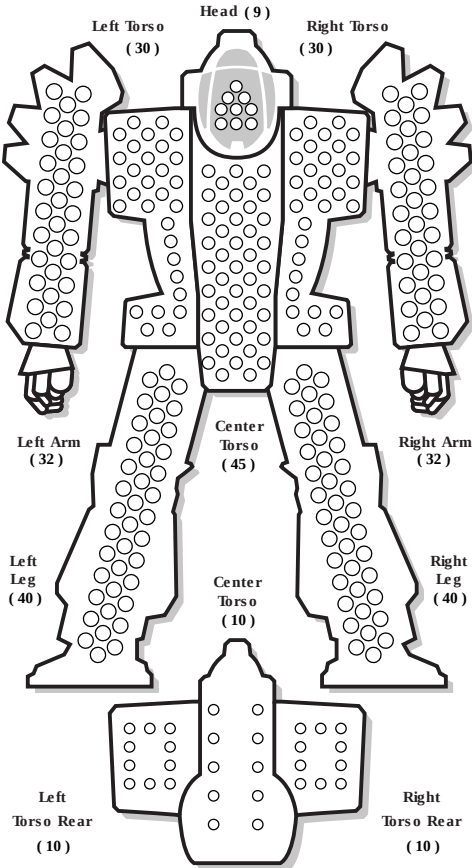
WARRIOR DATA

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

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

ARMOR DIAGRAM

Standard Armor

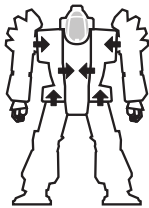


CRITICAL TABLE

- Left Arm**
- 1-3
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Double Heat Sink
 - Double Heat Sink
 - Large Pulse Laser
 - Large Pulse Laser
 - Large Pulse Laser
 - Large Pulse Laser
- Left Torso**
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - ER Medium Laser

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Medium Pulse Laser
 - Sensors
 - Life Support
- Center Torso**
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Medium Pulse Laser

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



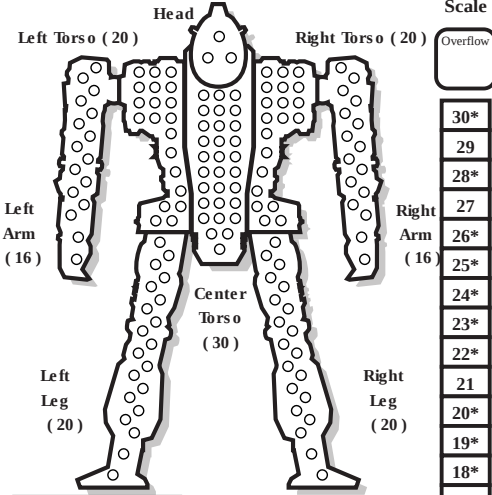
Damage Transfer Diagram

- Right Arm**
- 1-3
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - ER Large Laser
 - ER Large Laser
- 4-6
- Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
- Right Torso**
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - ER Medium Laser

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Double Heat Sink
 - Double Heat Sink

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 25 (50)
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*
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21
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19*
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3
2
1
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