

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Nova Cat G

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 XL

Tonnage: 70

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

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	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21
2	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
4	AP Gauss Rifle	LT	1	3 [DB,AI,X]	—	3	6	9
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ECM Suite	LT	—	[E]	—	—	—	6
4	AP Gauss Rifle	RT	1	3 [DB,AI,X]	—	3	6	9

Ammo: (AP Gauss) 40, (LRM 20 Artemis) 30

BV: 2,274



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- LRM 20
- LRM 20

1-3

- LRM 20
- LRM 20
- Artemis IV FCS
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle

1-3

- AP Gauss Rifle
- Ammo (AP Gauss) 40
- Targeting Computer
- Targeting Computer
- ECM Suite
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

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

Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Artemis IV FCS
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6

4-6

Right Leg

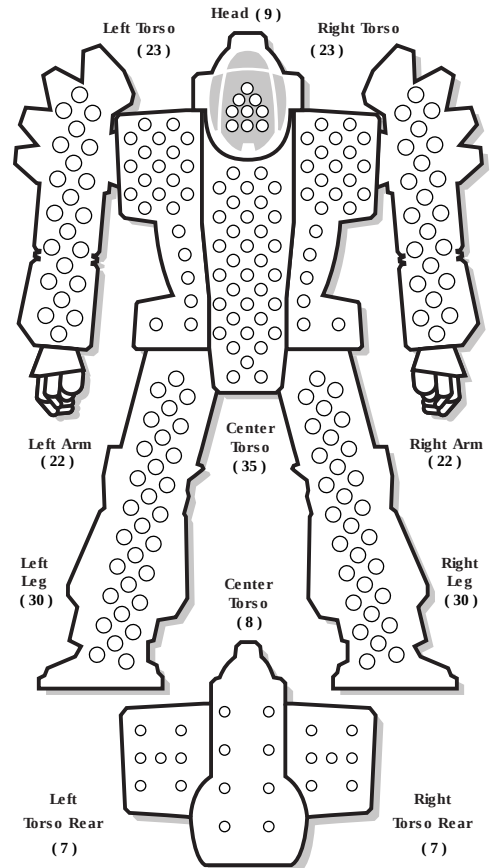
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram

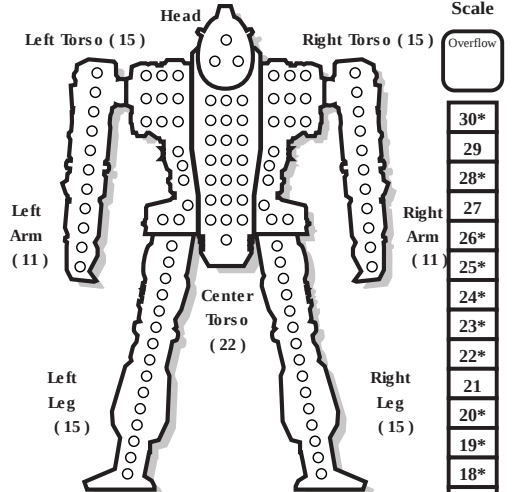
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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*
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