

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Omen

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 255 XL

Tonnage: 85

Tech Base: Clan

Rules Level: Standard

Role: Juggernaut

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	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB,C/F/S]								
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ATM 12	LT	8	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Anti-Missile System	HD	1	[PB]	—	1	—	—

Ammo: (AMS) 24, (ATM 12) 5, (ATM 12 ER) 5, (ATM 12 HE) 5, (LB-10X) 20, (LB-10X Cluster) 10

BV: 2,642



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- ATM 12
- ATM 12

1-3

- ATM 12
- ATM 12
- ATM 12
- Ammo (ATM 12) 5
- Ammo (ATM 12 ER) 5
- Ammo (ATM 12 HE) 5

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

1-3

Center Torso (CASE)

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

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ammo (AMS) 24

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- ER Medium Laser
- Ammo (LB-10X) 10
- Ammo (LB-10X) 10
- Ammo (LB-10X Cluster) 10

4-6

Right Torso

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Medium Pulse Laser

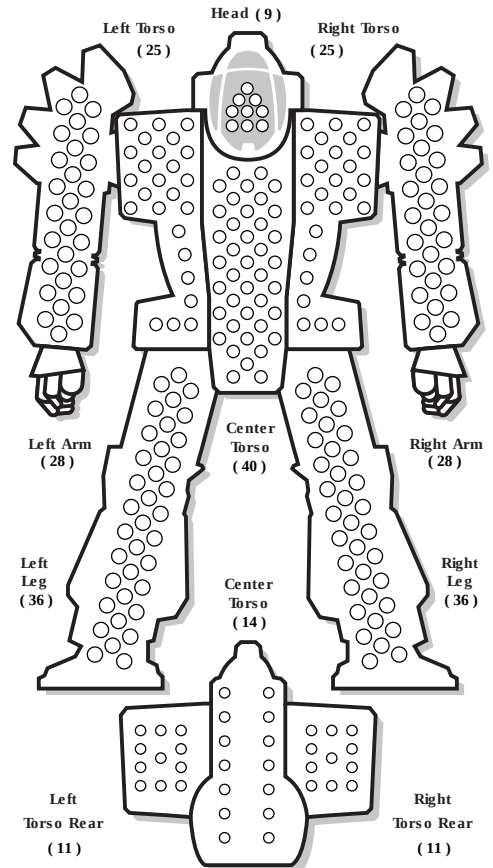
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

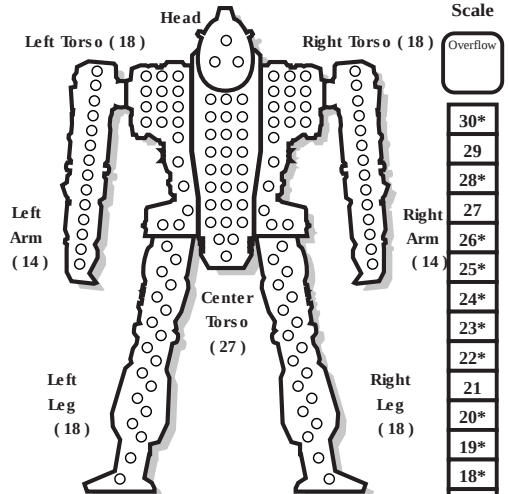
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 18 (36)
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	○○○