

BATTLETECH™

FOUR-LEGGED OMNIMECH RECORD SHEET

MECH DATA

Type: Balias U

Movement Points:

Walking: 6

Running: 9

Underwater: 5

Engine Type: 390 XL

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Sniper

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	ER Large Laser	LT	12	10 [DE]	—	8	15	25
2	SRT 6	LT	4	2/Msl [M,C,S]	—	3	6	9
2	SRT 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	ECM Suite	CT	—	[E]	—	—	—	6
1	Flamer	HD	3	2 [DE,H,AI]	—	1	2	3

Ammo: (SRT 6) 60

BV: 1,936



CRITICAL TABLE

Front Left Leg

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

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- UMU
- UMU
- ER Large Laser
- SRT 6

- SRT 6
- Ammo (SRT 6) 15
- Ammo (SRT 6) 15
- Endo Steel
- Endo Steel
- Endo Steel

Rear Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Flamer
- Sensors
- Life Support

Center Torso

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

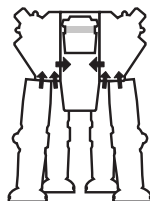
1-3

1-3

1-3

4-6

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



Damage Transfer Diagram

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- UMU
- UMU
- SRT 6
- SRT 6

- Ammo (SRT 6) 15
- Ammo (SRT 6) 15
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

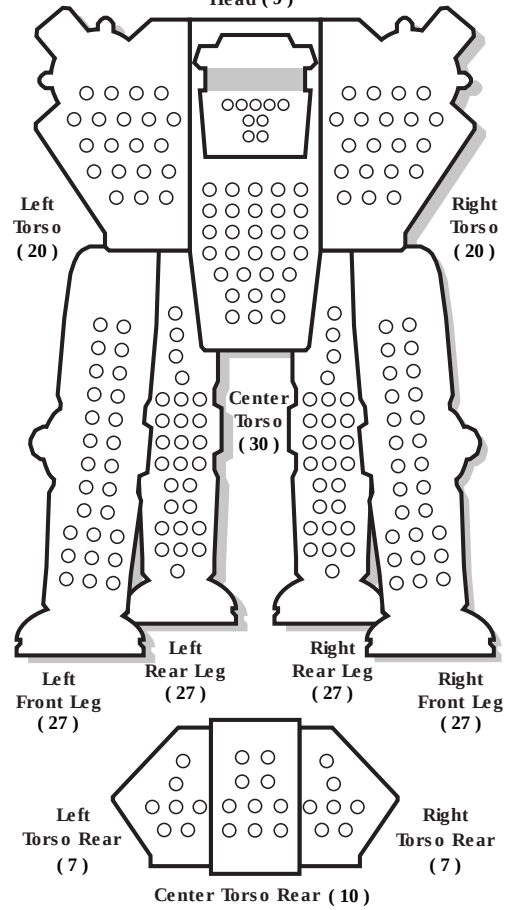
Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

ARMOR DIAGRAM

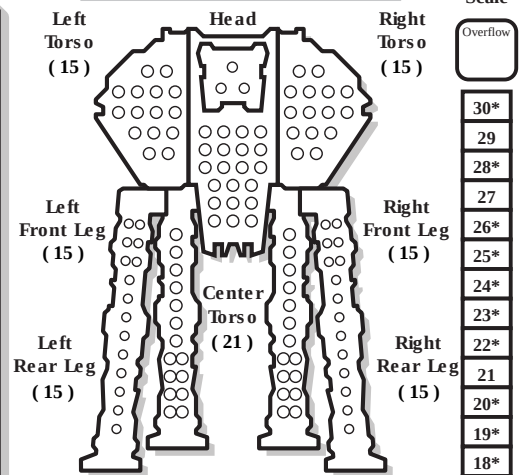
Ferro-Fibrous

Head (9)



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0