

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Centurion CN11-OC

Movement Points: **Tonnage:** 50
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Standard
Jumping: 5 **Role:** Skirmisher
Engine Type: 250 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	ECM Suite	RT	—	[E]	—	—	—	6
(Guardian)								
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
(R)								
1	C3 Computer (Slave)	CT	—	[E]	—	—	—	—

Ammo: (LRM 10 Artemis) 24, (Plasma Rifle) 20

BV: 1,597



WARRIOR DATA

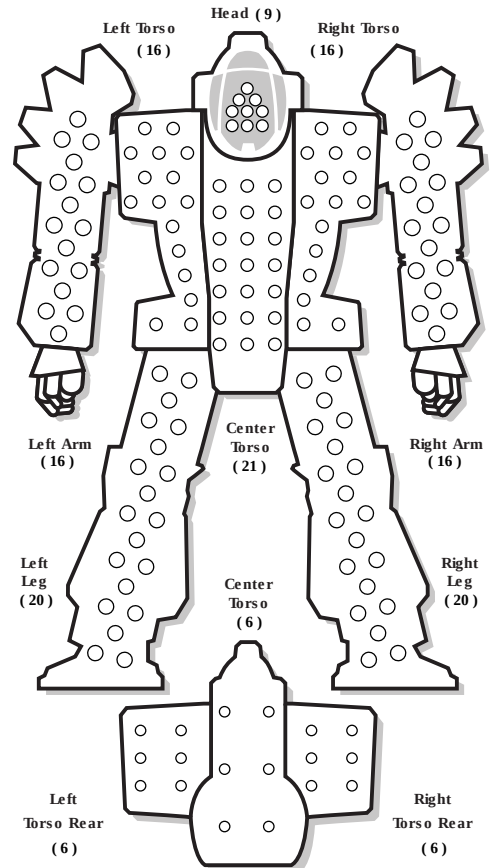
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

- Endo Steel
- Endo Steel

4-6

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- LRM 10

1-3

- LRM 10
- Artemis IV FCS
- Endo Steel
- Endo Steel
- Endo Steel
- 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

1-3

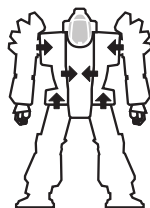
Center Torso

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

4-6

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Medium Laser
- ER Medium Laser (R)
- C3 Slave

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Plasma Rifle
- Plasma Rifle
- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10

1-3

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

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Ammo (LRM 10 Artemis) 12

1-3

- Ammo (LRM 10 Artemis) 12
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- CASE II
- Endo Steel
- Roll Again

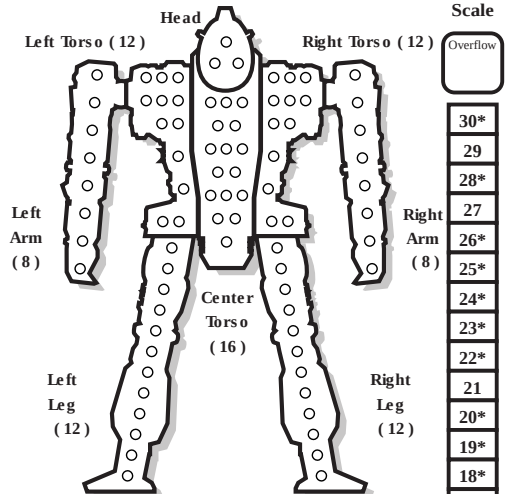
4-6

Right Leg

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

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