

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Flamberg D

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 280 XL

Tonnage: 70

Tech Base: Mixed

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	SRM 6 (C)	LA	4	2/Msl [M,C,S]	—	3	6	9
2	Medium Pulse Laser (C)	LA	4	7 [P]	—	4	8	12
1	SRM 6 (C)	RA	4	2/Msl [M,C,S]	—	3	6	9
2	Medium Pulse Laser (C)	RA	4	7 [P]	—	4	8	12
1	Plasma Rifle	LT	10	10 [DE,H]	—	5	10	15
1	Plasma Rifle	RT	10	10 [DE,H]	—	5	10	15

Ammo: (Plasma Rifle) 40, (SRM 6) 30

BV: 2,321



CRITICAL TABLE

Left Arm

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

1-3

- SRM 6
- Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

- Plasma Rifle [IS]
- Plasma Rifle [IS]
- Ammo (Plasma Rifle) 10
- Ammo (SRM 6) 15
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

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
- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10

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

Right Arm

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

1-3

- SRM 6
- Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Plasma Rifle [IS]
- Plasma Rifle [IS]

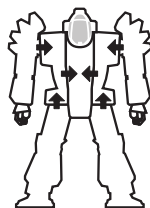
1-3

- Ammo (Plasma Rifle) 10
- Ammo (SRM 6) 15
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Right Leg

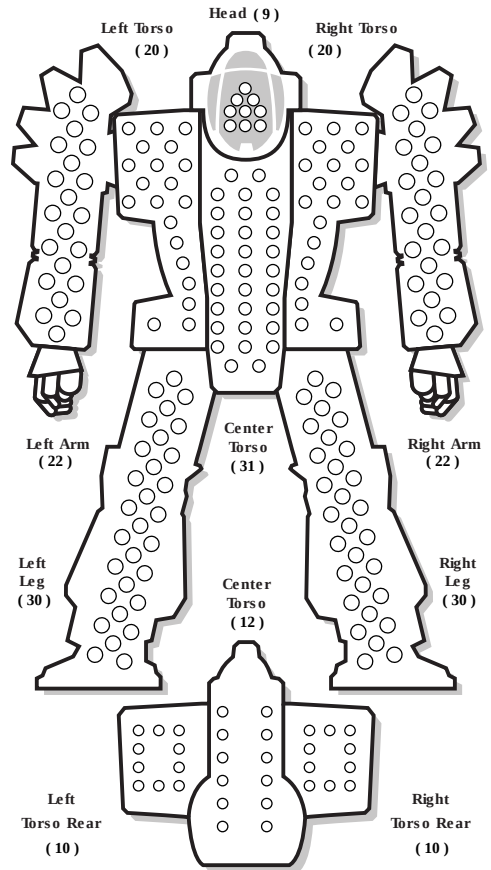
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink



Damage Transfer Diagram

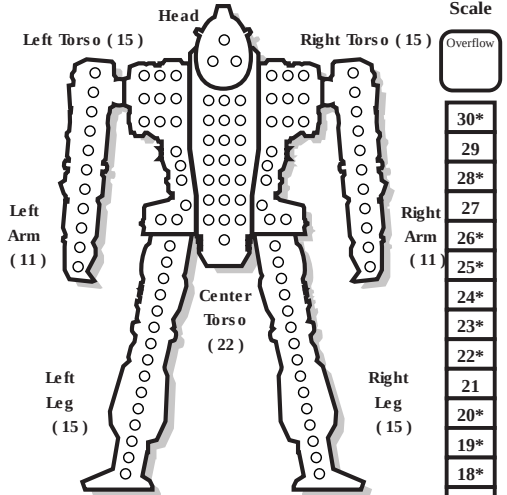
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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
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3
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1
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