

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Gauntlet GTL-10B

Movement Points: **Tonnage:** 55
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 [10] **Rules Level:** Standard
Jumping: 5 **Role:** Skirmisher
Engine Type: 275 Light

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	Medium Laser	LA	3	5 [DE]	—	3	6	9
5	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Coolant Pod	LT	—	[PE,OS,X]	—	—	—	—
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	ECM Suite (Guardian)	RT	—	[E]	—	—	—	6
1	Coolant Pod	RT	—	[PE,OS,X]	—	—	—	—

BV: 2,076



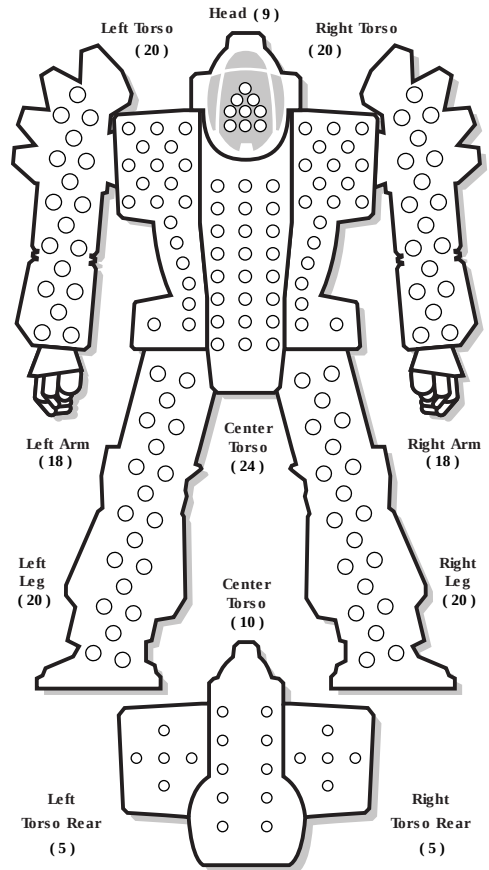
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

ARMOR DIAGRAM

Light Ferro-Fibrous



CRITICAL TABLE

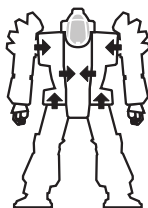
- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Medium Laser
 - Medium Laser
 - Medium Laser
 - Medium Laser

- Center Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Left Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Coolant Pod

- Right Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Medium Pulse Laser
 - ECM Suite (Guardian)
 - ECM Suite (Guardian)
 - Coolant Pod

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet



Damage Transfer Diagram

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

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Medium Laser
 - Medium Laser
 - Medium Laser
 - Medium Laser

- Center Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Left Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Coolant Pod

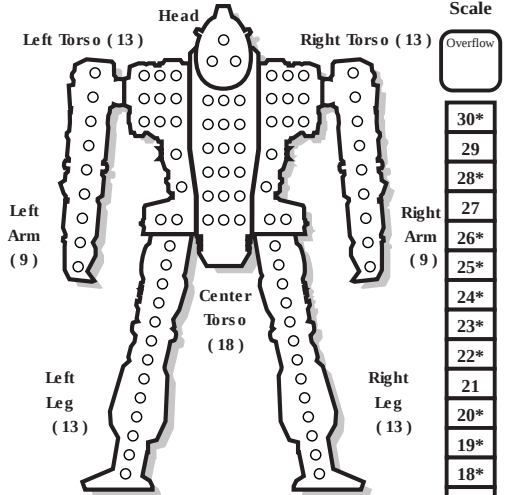
- Right Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Medium Pulse Laser
 - ECM Suite (Guardian)
 - ECM Suite (Guardian)
 - Coolant Pod

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks: 10 (20)

Heat Scale

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
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