

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Seraph C-SRP-OS Caelestis

Movement Points:

Walking: 3 [4]

Running: 5 [6]

Jumping: 3

Engine Type: 255 Light

Tonnage: 85

Tech Base: Mixed

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	Streak LRM 10	LA	4	1/Msl [M,C]	—	7	14	21
1	Streak LRM 10	RA	4	1/Msl [M,C]	—	7	14	21
1	C3i	LT	—	[E]	—	—	—	—
2	Medium Pulse Laser (C)	LT	4	7 [P]	—	4	8	12
1	Streak LRM 10	RT	4	1/Msl [M,C]	—	7	14	21
1	Large Pulse Laser (C)	CT	10	10 [P]	—	6	14	20
1	Large Pulse Laser (C)	HD	10	10 [P]	—	6	14	20

Ammo: (Streak LRM 10) 24

BV: 2,788



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Streak LRM 10 [Clan]
- Streak LRM 10 [Clan]
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- C3i
- C3i
- Jump Jet
- Jump Jet

1-3

- Medium Pulse Laser [Clan]
- Medium Pulse Laser [Clan]
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength Myomer
- Triple Strength Myomer

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Large Pulse Laser [Clan]
- Large Pulse Laser [Clan]

1-3

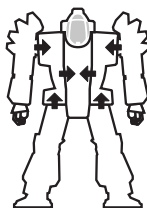
Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Large Pulse Laser [Clan]
- Large Pulse Laser [Clan]

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Streak LRM 10 [Clan]
- Streak LRM 10 [Clan]
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (Streak LRM 10) 12
- Roll Again

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Streak LRM 10 [Clan]
- Streak LRM 10 [Clan]
- Ammo (Streak LRM 10) 12
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

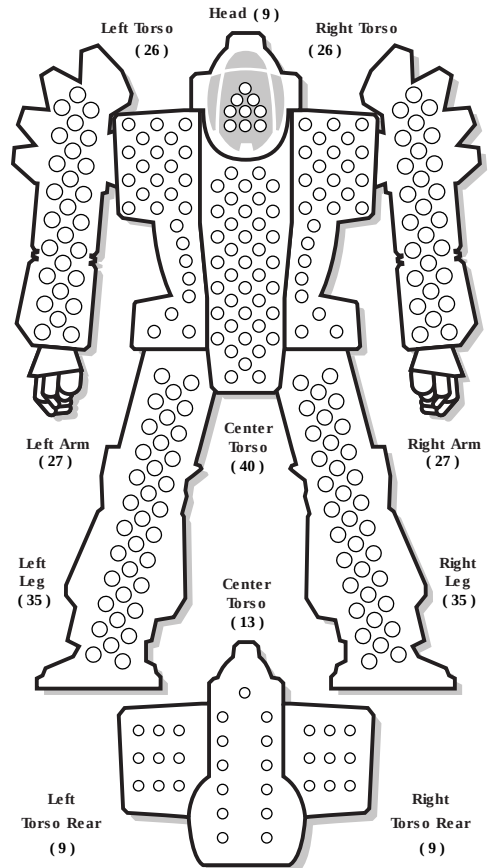
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength Myomer
- Triple Strength Myomer

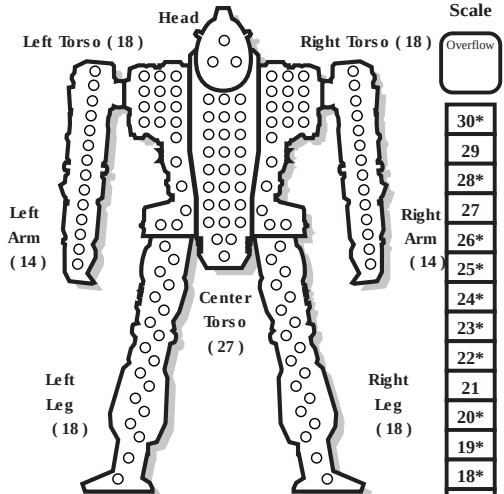
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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: 17 (34)



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