

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Deimos H

Movement Points:

Walking: 3

Running: 5 [6]

Jumping: 3

Engine Type: 255 XL

Tonnage: 85

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	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Heavy Large Laser	LT	18	16 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Anti-Missile System	HD	1	[PB]	—	1	—	—

Ammo: (AMS) 24, (Gauss) 32

BV: 3,329



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- ER Large Laser
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (Gauss) 8
- Jump Jet

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

1-3

Center Torso (CASE)

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ammo (AMS) 24

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- ER Large Laser
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (Gauss) 8

1-3

- MASC
- MASC
- MASC
- Jump Jet
- Endo Steel
- Roll Again

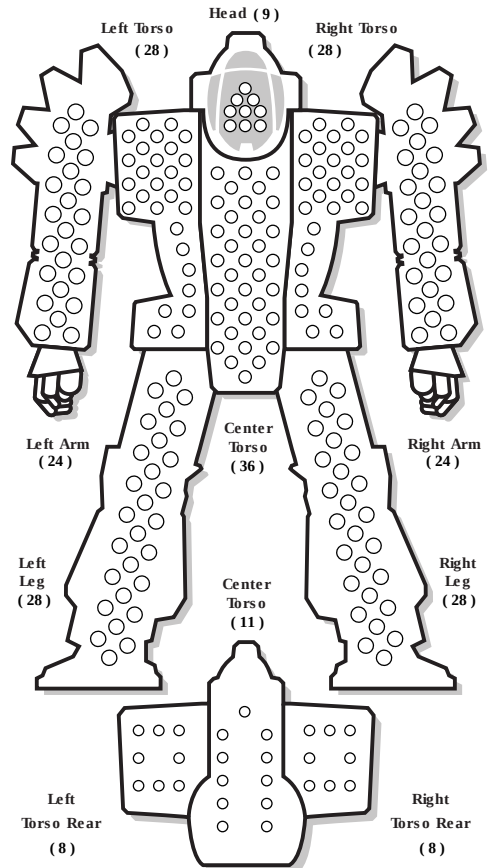
4-6

Right Leg

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

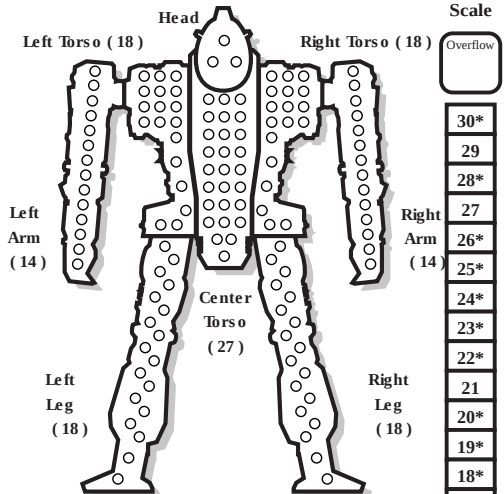
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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	○○○