

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Butcherbird (Ion Sparrow) A

Movement Points: **Tonnage:** 20
Walking: 8 **Tech Base:** Clan
Running: 12 **Rules Level:** Advanced
Jumping: 10 **Role:** Scout
Engine Type: 160 XL

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Machine Gun	LA	—	2 [DB, AI]	—	1	2	3
1	Machine Gun Array	LA	—	[T]	—	1	2	3
4	Machine Gun	RA	—	2 [DB, AI]	—	1	2	3
1	Machine Gun Array	RA	—	[T]	—	1	2	3
1	Partial Wing	RT/LT	—	[E]	—	—	—	—
1	Active Probe	LT	—	[E]	—	—	—	5

Ammo: (Machine Gun) 100

BV: 414

WARRIOR DATA

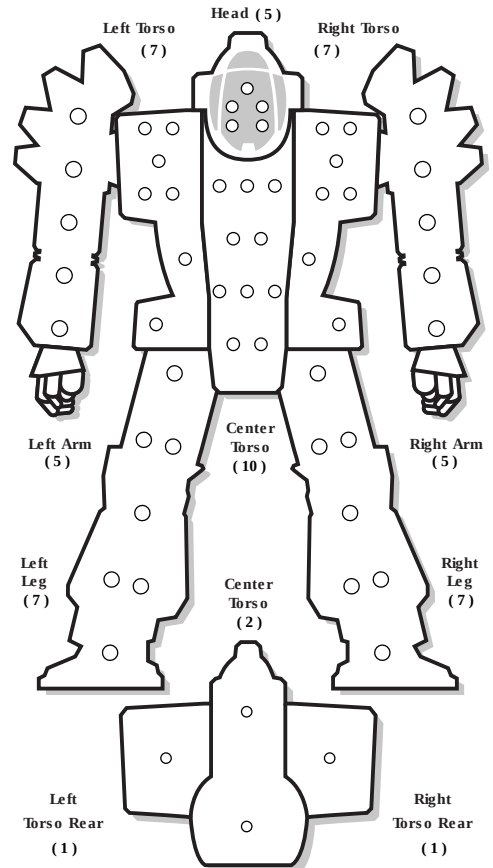
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

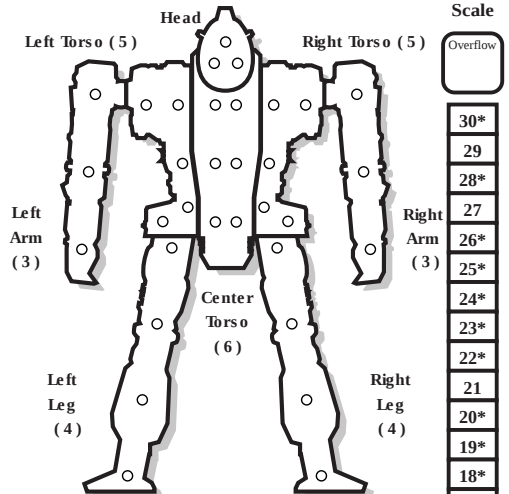
ARMOR DIAGRAM

Ferro-Fibrous



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun

1-3

- Machine Gun Array
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Double Heat Sink

1-3

- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Active Probe

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Double Heat Sink
- Double Heat Sink

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
- Double Heat Sink
- Double Heat Sink

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun

1-3

- Machine Gun Array
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Double Heat Sink

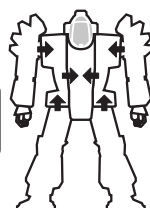
1-3

- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Ammo (Machine Gun) 100

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (23) (Partial Wing +3)
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	○