

# BATTLETECH™

## OMNIMECH RECORD SHEET

### MECH DATA

Type: Fire Falcon R

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 200 XL

Tonnage: 25

Tech Base: Mixed

Rules Level: Advanced

Role: Striker

### 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 |
|-----|----------------------------|-----|----|-----------|-----|-----|-----|-----|
| 2   | Micro Pulse Laser          | LA  | 1  | 3 [P, AI] | —   | 1   | 2   | 3   |
| 1   | Medium Re-engineered Laser | RA  | 6  | 6 [P]     | —   | 3   | 6   | 9   |
| 1   | Small Re-engineered Laser  | RA  | 4  | 4 [P]     | —   | 1   | 2   | 3   |
| 2   | ATM 3                      | LT  | 2  | [M, C, S] |     |     |     |     |
|     | Standard                   |     |    | 2/Msl     | 4   | 5   | 10  | 15  |
|     | Extended Range             |     |    | 1/Msl     | 4   | 9   | 18  | 27  |
|     | High Explosive             |     |    | 3/Msl     | —   | 3   | 6   | 9   |

Ammo: (ATM 3) 40

BV: 804



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Micro Pulse Laser
- Micro Pulse Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ATM 3
- ATM 3
- ATM 3
- ATM 3

1-3

- Ammo (ATM 3) 20
- Ammo (ATM 3) 20
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

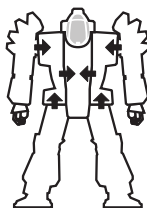
#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Re-engineered Laser [IS]
- Medium Re-engineered Laser [IS]
- Small Re-engineered Laser [IS]
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

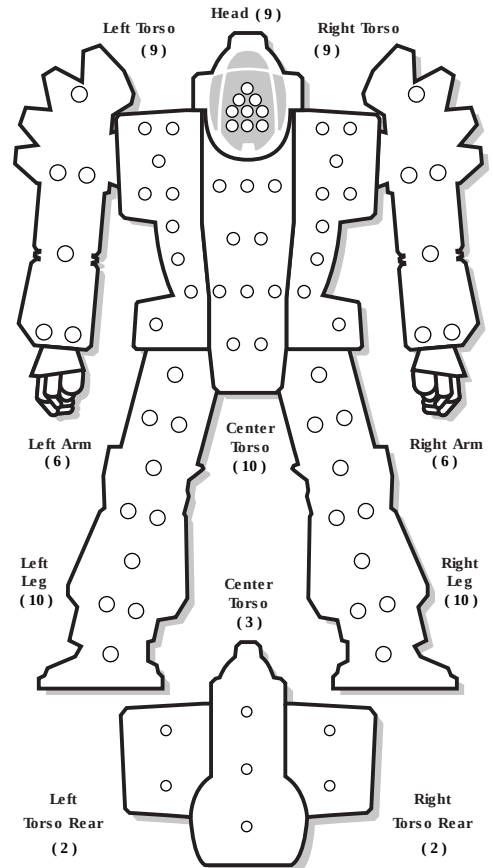
4-6

#### Right Leg

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

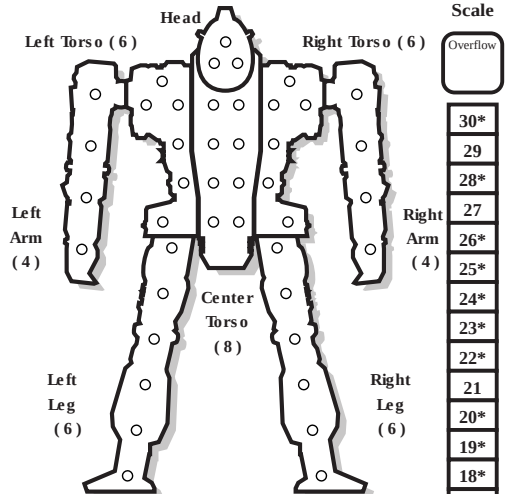
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 10 (20) |
|-------------|------------------------|----------------------------|
| 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  |
| 15* |
| 14* |
| 13* |
| 12  |
| 11  |
| 10* |
| 9   |
| 8*  |
| 7   |
| 6   |
| 5*  |
| 4   |
| 3   |
| 2   |
| 1   |
| 0   |