

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Grendel (Mongrel) I
Movement Points: Tonnage: 45
Walking: 7 Tech Base: Mixed
Running: 11 Rules Level: Standard
Jumping: 7 Role: Striker
Engine Type: 315 XL

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	ProtoMech AC/4	RA	1	4 [DB,S]	—	5	10	15	
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15	
1	Plasma Rifle	RT	10	10 [DE,H]	—	5	10	15	

Ammo: (Plasma Rifle) 10, (Proto AC/4) 20

BV: 1,654



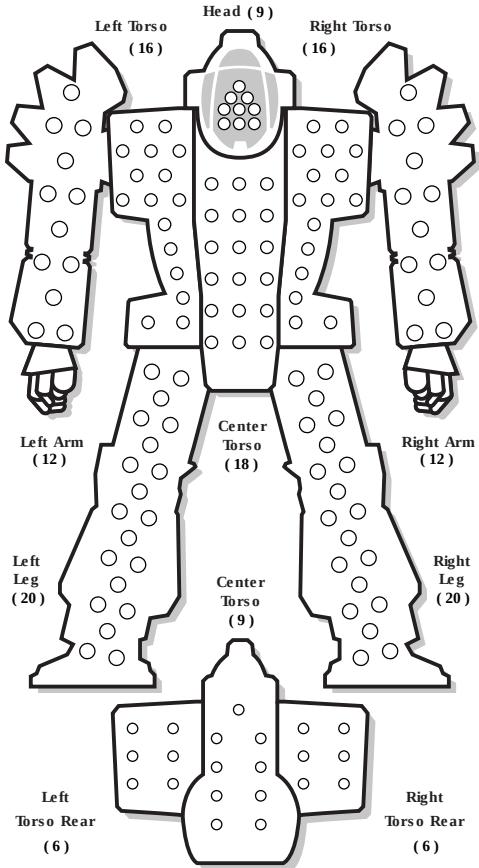
WARRIOR DATA

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

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

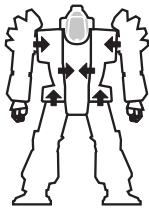
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

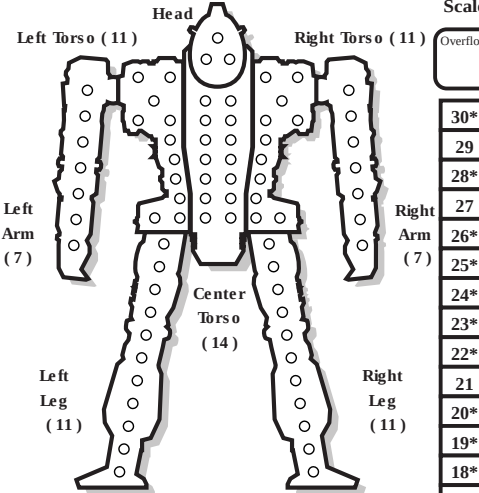
Left Arm		Head		Right Arm (CASE)	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. ProtoMech AC/4
	4. Hand Actuator		4. Roll Again		4. ProtoMech AC/4
	5. Ferro-Fibrous		5. Sensors		5. ProtoMech AC/4
	6. Ferro-Fibrous		6. Life Support		6. Ammo (Proto AC/4) 20
Left Torso		Center Torso		Right Torso	
1-3	1. Ferro-Fibrous	1-3	1. XL Fusion Engine	1-3	1. Ferro-Fibrous
	2. Ferro-Fibrous		2. XL Fusion Engine		2. Ferro-Fibrous
	3. Roll Again		3. XL Fusion Engine		3. Ferro-Fibrous
	4. Roll Again		4. Gyro		4. Endo Steel
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
4-6	1. Endo Steel	4-6	1. Gyro	4-6	1. XL Fusion Engine
	2. Roll Again		2. XL Fusion Engine		2. XL Fusion Engine
	3. Roll Again		3. XL Fusion Engine		3. Jump Jet
	4. Roll Again		4. XL Fusion Engine		4. Plasma Rifle [IS]
	5. Roll Again		5. Jump Jet		5. Plasma Rifle [IS]
	6. Roll Again		6. Ammo (Plasma Rifle) 10		6. Endo Steel
Left Leg		Engine Hits		Right Leg	
1-3	1. Hip	4-6	Engine Hits ○○○○	1-3	1. Endo Steel
	2. Upper Leg Actuator		Gyro Hits ○○○○		2. Endo Steel
	3. Lower Leg Actuator		Sensor Hits ○○○○		3. Roll Again
	4. Foot Actuator		Life Support ○		4. Roll Again
	5. Jump Jet				5. Roll Again
	6. Jump Jet				6. Roll Again



Damage Transfer Diagram

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*
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3
2
1
0