

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Templar III TLR2-J 'Arthur'

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 340 Light

Tonnage: 85

Tech Base: Mixed

Rules Level: Advanced

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC (C)	LA	15	15 [DE]	—	7	14	23
1	ER Medium Laser (C)	LA	5	7 [DE]	—	5	10	15
1	ER PPC (C)	RA	15	15 [DE]	—	7	14	23
1	ER Medium Laser (C)	RA	5	7 [DE]	—	5	10	15
1	Targeting Computer (C)	LT	—	[E]	—	—	—	—
1	Streak SRM 6 (C)	RT	4	2/Msl [M,C]	—	4	8	12
1	ER Small Laser (C)	CT	2	5 [DE]	—	2	4	6

Ammo: (Streak SRM 6) 15

BV: 2,722



WARRIOR DATA

Pilot: _____

Gunnery Skill: _____ Piloting Skill: _____

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

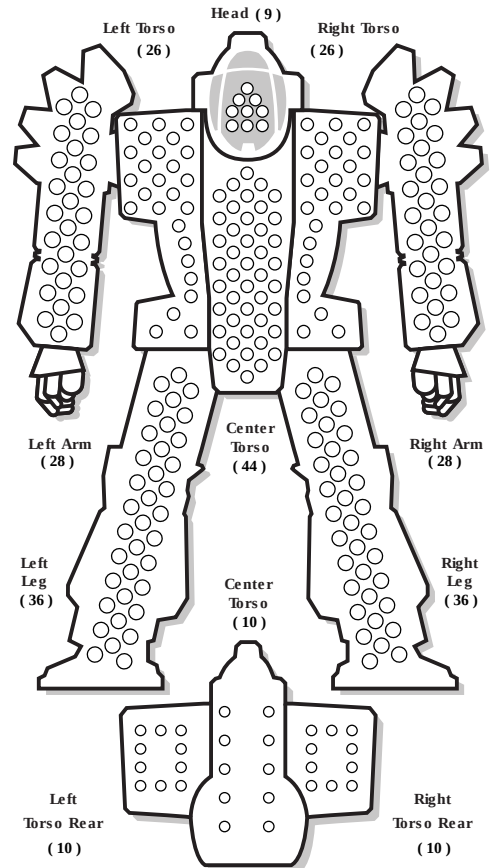
Commander: _____

Gunnery Skill: _____ Piloting Skill: _____

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

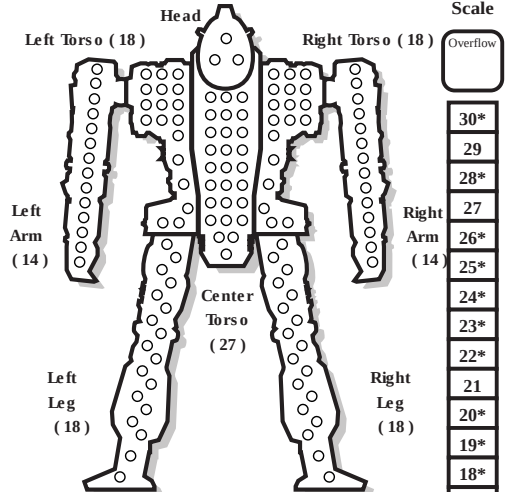
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC [Clan]

- ER PPC [Clan]
- ER Medium Laser [Clan]
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Targeting Computer [Clan]

- Targeting Computer [Clan]
- Targeting Computer [Clan]
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Command Console
- Sensors
- Life Support

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

1-3

4-6

- Heavy Duty Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- ER Small Laser [Clan]
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC [Clan]

- ER PPC [Clan]
- ER Medium Laser [Clan]
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Torso (CASE II)

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM 6 [Clan]

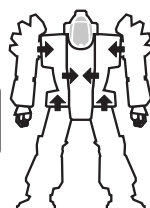
1-3

4-6

- Streak SRM 6 [Clan]
- Ammo (Streak SRM 6) 15
- CASE II
- Endo Steel
- Endo Steel
- Roll Again

Right Leg

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 17 (34)
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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○