

BATTLETECH™

FOUR-LEGGED OMNIMECH RECORD SHEET

MECH DATA

Type: Snow Fox (Omni) A

Movement Points:

Walking: 8

Running: 12 [16]

Jumping: 0

Engine Type: 160 XL

Tonnage: 20

Tech Base: Clan

Rules Level: Standard

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
1	LRM 5	LT	2	1/Msl [M,C,S]	—	7	14	21
2	Flamer	LT	3	2 [DE,H,AI]	—	1	2	3
1	LRM 5	RT	2	1/Msl [M,C,S]	—	7	14	21
2	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3
1	LRM 5	HD	2	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 5) 24

BV: 831



CRITICAL TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. LRM 5
5. Sensors
6. Life Support

Front Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink
6. [Double Heat Sink

Center Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 5
4. Flamer
5. Flamer
6. Endo Steel

1-3

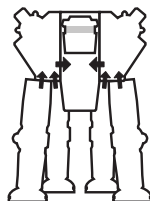
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Rear Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink
6. [Double Heat Sink

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



Damage Transfer Diagram

Front Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink
6. [Double Heat Sink

1-3

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 5
4. Flamer
5. Flamer
6. Endo Steel

4-6

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

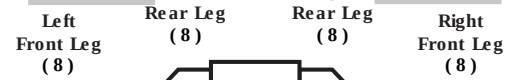
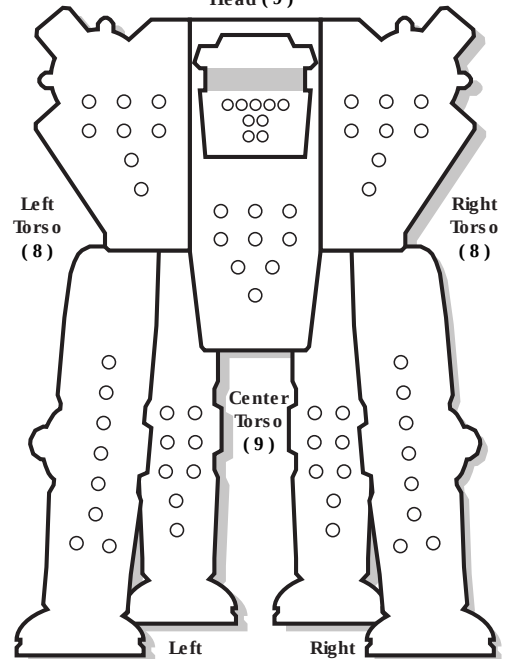
Rear Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink
6. [Double Heat Sink

ARMOR DIAGRAM

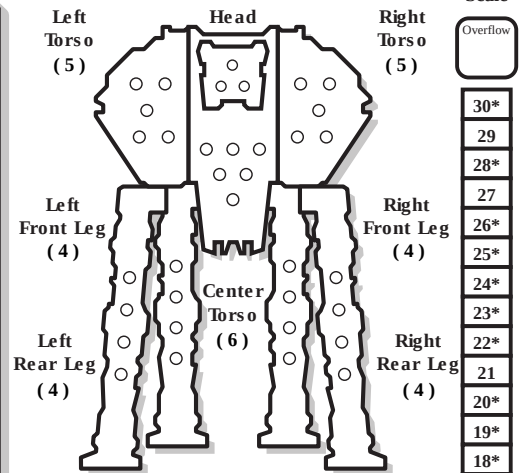
Ferro-Fibrous

Head (9)



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