

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Cephalus E

Movement Points:

Walking: 10

Running: 15

Jumping: 0

Engine Type: 250 XXL

Tonnage: 25

Tech Base: Mixed

Rules Level: Experimental

Role: Sniper

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	Null Signature System	*	10	[E]	—	—	—	—
1	Chameleon Light Polarization Shield	*	6	[E]	—	—	—	—
1	ER Large Laser (C)	LT	12	10 [DE]	—	8	15	25
1	Light TAG	RT	—	[E]	—	3	6	9
1	Nova CEWS	HD	2	[E]	—	—	—	3

BV: 1,284



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Ferro-Lamellor
- Ferro-Lamellor

1-3

Head

- Life Support
- Sensors
- Cockpit
- Nova CEWS
- Sensors
- Life Support

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Ferro-Lamellor
- Ferro-Lamellor

1-3

Center Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Double Heat Sink
- Double Heat Sink

1-3

Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Light TAG
- Endo Steel

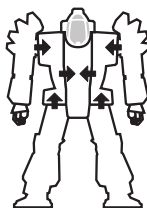
1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null Signature System [IS]
- Chameleon Light Polarization Shield [IS]



Damage Transfer Diagram

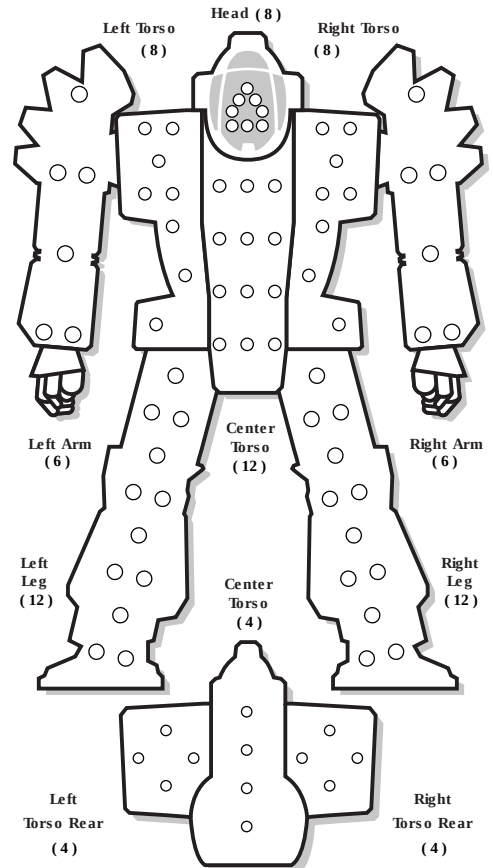
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null Signature System [IS]
- Chameleon Light Polarization Shield [IS]

4-6

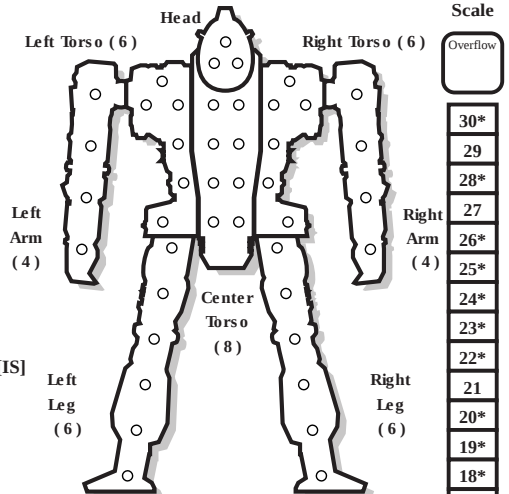
ARMOR DIAGRAM

Ferro-Lamellor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	11 (22)
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	○ ○ ○ ○ ○ ○ ○ ○