

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Seraph C-SRP-O (Havalah)

Movement Points: **Tonnage:** 85
Walking: 3 [4] **Tech Base:** Inner Sphere
Running: 5 [6] **Rules Level:** Standard
Jumping: 0 **Role:** Juggernaut
Engine Type: 255 Light

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large VSP Laser	LA	10	11/9/7 [P,V]	—	4	8	15
1	Ultra AC/20	RA	8	20/Sht	—	3	7	10
				[DB,R/C]				
1	C3i	LT	—	[E]	—	—	—	—
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Anti-Missile System	RT	1	[PB]	—	1	—	—
1	Medium VSP Laser	HD	7	9/7/5 [P,V]	—	2	5	9

Ammo: (AMS) 12, (Ultra AC/20) 30

BV: 1,927



WARRIOR DATA

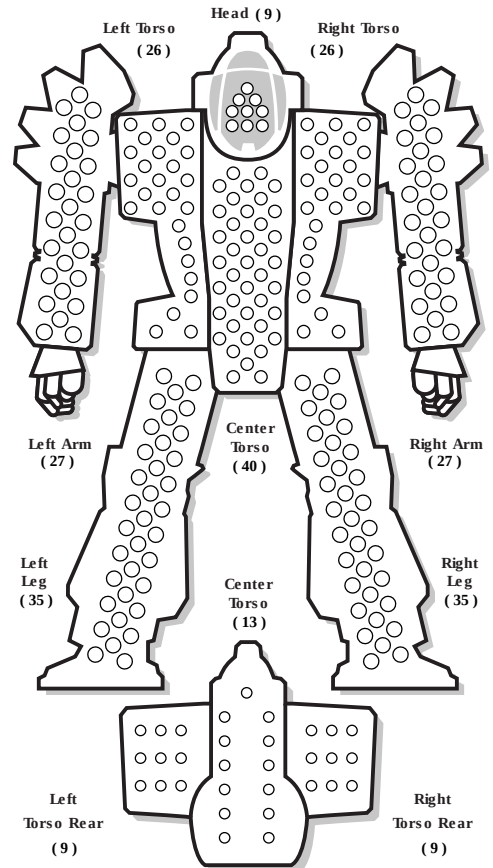
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Large VSP Laser
- Large VSP Laser
- Large VSP Laser
- Large VSP Laser

1-3

- Triple Strength Myomer
- Triple Strength Myomer
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- C3i
- C3i
- Targeting Computer
- Targeting Computer

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength Myomer
- Triple Strength Myomer

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Medium VSP Laser
- Medium VSP Laser

1-3

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Roll Again
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

1-3

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

4-6

Right Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Anti-Missile System
- Ammo (AMS) 12
- Ammo (Ultra AC/20) 5
- Ammo (Ultra AC/20) 5

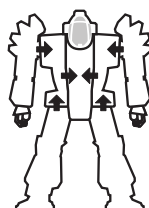
1-3

- Ammo (Ultra AC/20) 5
- Ammo (Ultra AC/20) 5
- Ammo (Ultra AC/20) 5
- Ammo (Ultra AC/20) 5
- CASE
- Roll Again

4-6

Right Leg

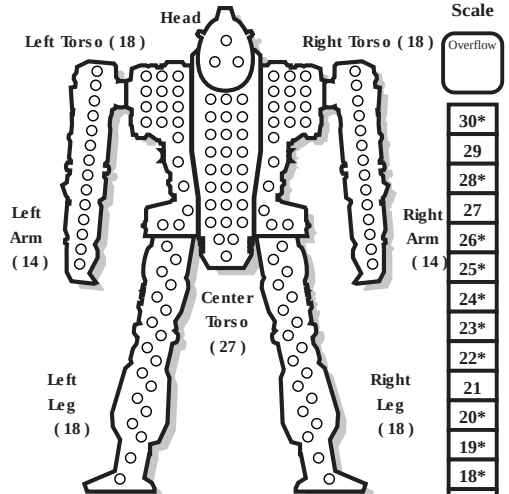
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength Myomer
- Triple Strength Myomer



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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