

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Dragonfly (Viper) I

Movement Points:

Walking: 8

Running: 12

Jumping: 8

Engine Type: 320 XL

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9
1	ATM 3	LA	2	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	Anti-Missile System	LT	1	[PB]	—	1	—	—
1	Heavy Medium Laser	RT	7	10 [DE]	—	3	6	9
1	Light Active Probe	RT	—	[E]	—	—	—	3
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: (AMS) 24, (ATM 3) 20

BV: 1,538

WARRIOR DATA

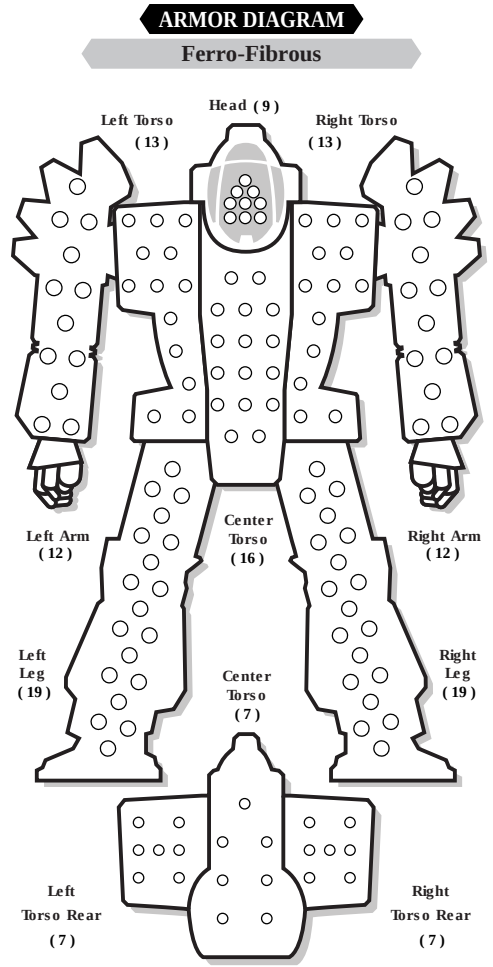
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #



CRITICAL TABLE

Left Arm (CASE)

1-3

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

5. Heavy Medium Laser

6. Heavy Medium Laser

Center Torso

1-3

1. ATM 3

2. ATM 3

3. Ammo (ATM 3) 20

4. Ferro-Fibrous

5. Ferro-Fibrous

6. Roll Again

Left Torso (CASE)

1-3

1. XL Fusion Engine

2. XL Fusion Engine

3. Jump Jet

4. Jump Jet

5. Anti-Missile System

6. Ammo (AMS) 24

Right Torso

1-3

1. Light Active Probe

2. Targeting Computer

3. Endo Steel

4. Endo Steel

5. Endo Steel

6. Ferro-Fibrous

Head

1-3

1. Life Support

2. Sensors

3. Cockpit

4. Ferro-Fibrous

5. Sensors

6. Life Support

Right Arm

1-3

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

5. Heavy Medium Laser

6. Heavy Medium Laser

Center Torso

4-6

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

4. Gyro

5. Gyro

6. Gyro

Right Torso

4-6

1. Ferro-Fibrous

2. Ferro-Fibrous

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

Left Leg

4-6

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Jump Jet

6. Jump Jet

Right Leg

4-6

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Jump Jet

6. Jump Jet

Engine Hits

Gyro Hits

Sensor Hits

Life Support

CATALYST

game labs

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel

HEAT DATA

Heat Level* Effects

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

Double Heat Sinks: 10 (20)

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