

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Gladiator (Executioner) C
Movement Points: Tonnage: 95
Walking: 4 Tech Base: Clan
Running: 6 [8] Rules Level: Standard
Jumping: 4 Role: Missile Boat
Engine Type: 380 XL

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21	
1	Ultra AC/20	RA	7	20/Sht	—	4	8	12	
				[DB,R/C]					
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6	
1	Targeting Computer	RT	—	[E]	—	—	—	—	

Ammo: (LRM 20 Artemis) 12, (Ultra AC/20) 15

BV: 2,571



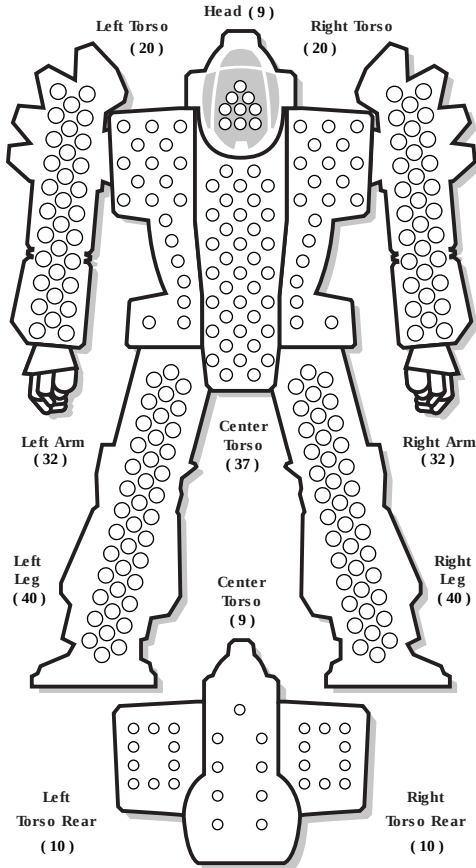
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

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

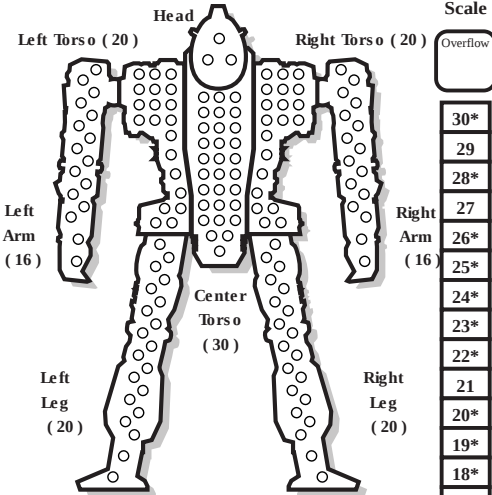
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

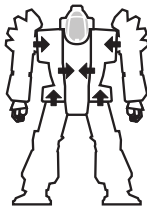
Overflow

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

CRITICAL TABLE

Left Arm (CASE)		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Ultra AC/20
	4. LRM 20		4. Ferro-Fibrous		4. Ultra AC/20
	5. LRM 20		5. Sensors		5. Ultra AC/20
	6. LRM 20		6. Life Support		6. Ultra AC/20
Left Torso		Center Torso		Right Torso (CASE)	
4-6	1. LRM 20	4-6	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. Artemis IV FCS		2. XL Fusion Engine		2. XL Fusion Engine
	3. Ammo (LRM 20 Artemis) 6		3. XL Fusion Engine		3. Double Heat Sink
	4. Ammo (LRM 20 Artemis) 6		4. Gyro		4. Double Heat Sink
	5. Ferro-Fibrous		5. Gyro		5. Ammo (Ultra AC/20) 5
	6. Roll Again		6. Gyro		6. Ammo (Ultra AC/20) 5
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Jump Jet		5. Jump Jet		
	6. Jump Jet		6. Jump Jet		

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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	○○○