

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

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

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	HAG/20	LA	4	20 [C,F,X]	2	8	16	24	
2	ER Large Laser	RA	12	10 [DE]	—	8	15	25	
3	ER Medium Laser	RA	5	7 [DE]	—	5	10	15	
1	Light Active Probe	RT	—	[E]	—	—	—	3	

Ammo: (HAG/20) 18

BV: 3,117

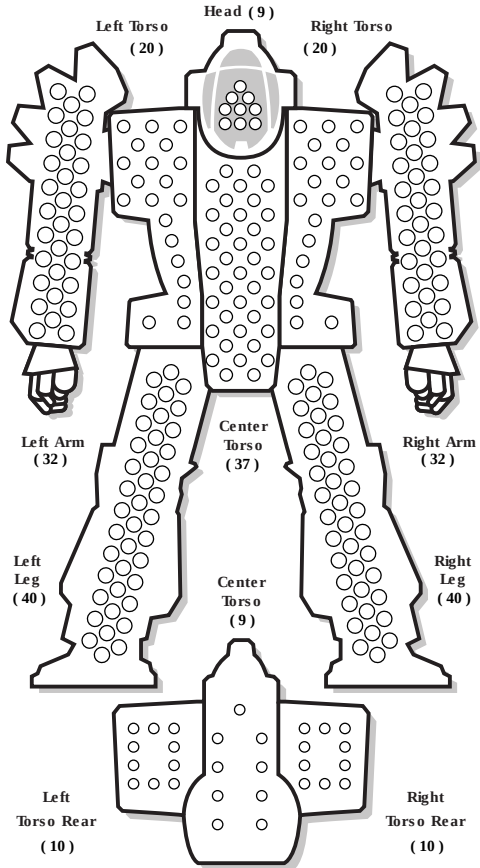
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

- Left Arm (CASE)**
- Shoulder
 - Upper Arm Actuator
 - 1-3 HAG/20
 - HAG/20
 - HAG/20
 - HAG/20

- Center Torso**
- HAG/20
 - HAG/20
 - 4-6 Ammo (HAG/20) 6
 - 4-6 Ammo (HAG/20) 6
 - 1-3 Ammo (HAG/20) 6
 - 6 Ferro-Fibrous

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - 1-3 MASC
 - MASC
 - MASC
 - MASC

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - 1-3 Light Active Probe
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

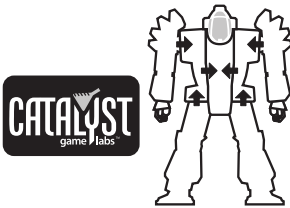
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support

- Right Arm**
- ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - 4-6 Ferro-Fibrous
 - Roll Again
 - Roll Again

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - 1-3 Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Large Laser
 - ER Large Laser

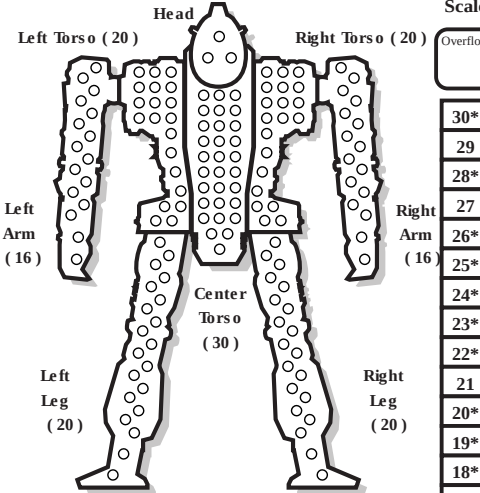
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - 4-6 Gyro
 - Gyro
 - Gyro

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - 1-3 Light Active Probe
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 18 (36)
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*
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