

OMNIMECH RECORD SHEET

Movement Points:		Tonnage:	30
Walking:	8	Tech Base:	Clan
Running:	12	Rules Level:	Standard
Jumping:	6	Role:	Striker
Engine Type:	240 XL		

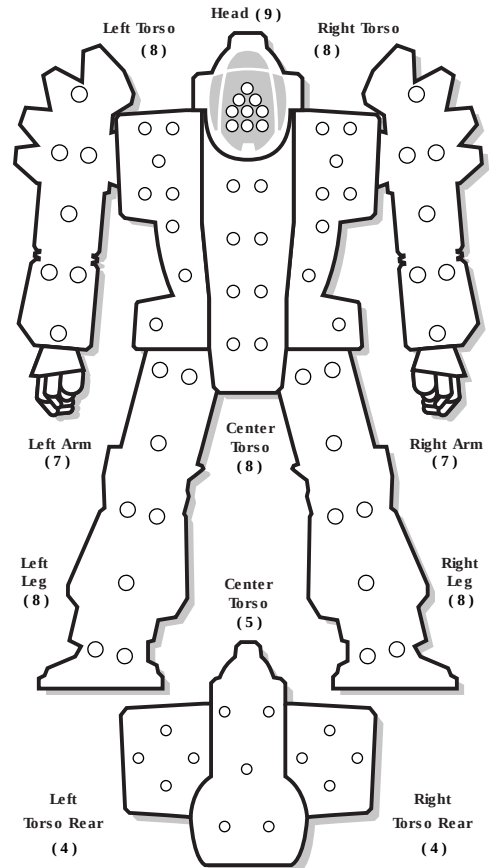
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Flamer	LT	3	2 [DE,H,AI]	—	1	2	3
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Active Probe	RT	—	[E]	—	—	—	5



Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



- Left Arm**
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. ER Medium Laser
 6. ER Medium Laser

- 4-6**
1. Endo Steel
 2. Ferro-Fibrous
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

- Left Torso**
- 1-3**
1. XL Fusion Engine
 2. XL Fusion Engine
 3. Medium Pulse Laser
 4. Flamer
 5. Endo Steel
 6. Endo Steel

- 4-6**
1. Endo Steel
 2. Ferro-Fibrous
 3. Ferro-Fibrous
 4. Roll Again
 5. Roll Again
 6. Roll Again

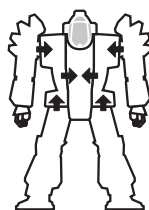
- Left Leg**
1. Hip
 2. Upper Leg Actuator
 3. Lower Leg Actuator
 4. Foot Actuator
 5. Jump Jet
 6. Jump Jet

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

- 1-3**
1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. Gyro
 5. Gyro
 6. Gyro

- 4-6**
1. Gyro
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. XL Fusion Engine
 5. Jump Jet
 6. Jump Jet

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



Damage Transfer Diagram

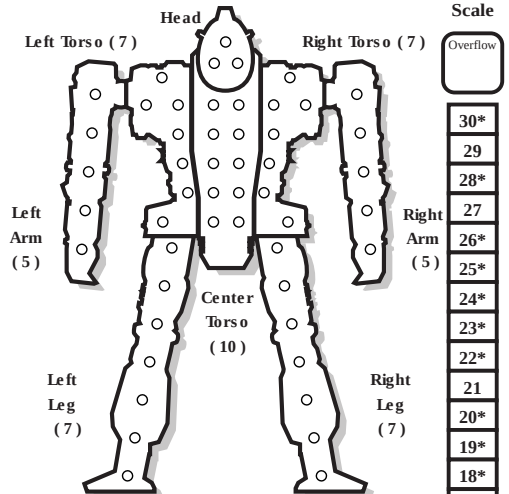
- 1-3**
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. ER Medium Laser
 6. ER Medium Laser

- 4-6**
1. Endo Steel
 2. Ferro-Fibrous
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

- 1-3
1. XL Fusion Engine
 2. XL Fusion Engine
 3. Double Heat Sink
 4. Double Heat Sink
 5. Medium Pulse Laser
 6. Active Probe

- 4-6**
1. Endo Steel
 2. Endo Steel
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Roll Again
 6. Roll Again

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet



Heat Level*	Effects	Double Heat Sinks: 10 (20)	
30	Shutdown	○	15*
28	Ammo Exp, avoid on 8+	○	14*
26	Shutdown, avoid on 10+	○	12
25	-5 Movement Points	○	11
24	+4 Modifier to Fire	○	10*
23	Ammo Exp, avoid on 6+	○	9
22	Shutdown, avoid on 8+	○	8*
20	-4 Movement Points	○	7
19	Ammo Exp, avoid on 4+	○	6
18	Shutdown, avoid on 6+	○	5*
17	+3 Modifier to Fire	○	4
15	-3 Movement Points		3
14	Shutdown, avoid on 4+		2
13	+2 Modifier to Fire		1
10	-2 Movement Points		
8	+1 Modifier to Fire		
5	-1 Movement Points		