

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Night Gyr E

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 300 XL

Tonnage: 75

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ATM 6	LT	4	[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
2	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	SRM 6	HD	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (ATM 6) 20, (SRM 6) 15

BV: 2,663



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ATM 6
- ATM 6
- ATM 6
- Ammo (ATM 6) 10

1-3

- Ammo (ATM 6) 10
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- SRM 6
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Ammo (SRM 6) 15
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

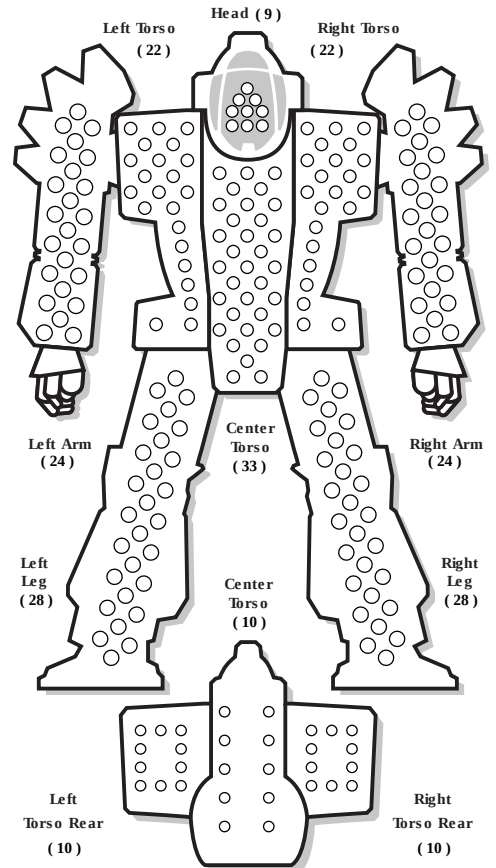
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

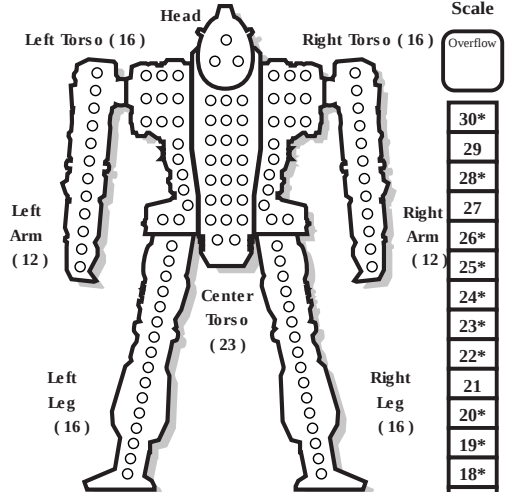
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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*
25*
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23*
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20*
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16
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2
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