

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Night Gyr H

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 300 XL

Tonnage: 75

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	LA	3	10/Sht	—	6	12	18
[DB,R/C]								
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Heavy Large Laser	LT	18	16 [DE]	—	5	10	15
1	ECM Suite	RT	—	[E]	—	—	—	6
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12

Ammo: (Gauss) 16, (Ultra AC/10) 20

BV: 2,385

WARRIOR DATA

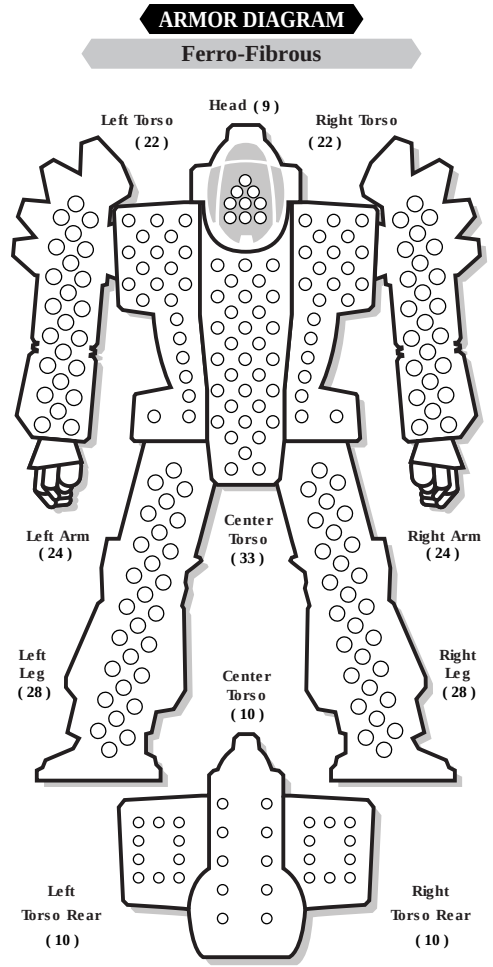
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #



CRITICAL TABLE

Left Arm

1. Shoulder

2. Upper Arm Actuator

3. Double Heat Sink

4. Double Heat Sink

5. Double Heat Sink

6. Double Heat Sink

1-3

1. Ultra AC/10

2. Ultra AC/10

3. Ultra AC/10

4. Ultra AC/10

5. Ferro-Fibrous

6. Ferro-Fibrous

4-6

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

4. XL Fusion Engine

5. Double Heat Sink

6. Double Heat Sink

1-3

1. ECM Suite

2. Ferro-Fibrous

3. Ferro-Fibrous

4. Ferro-Fibrous

5. Ferro-Fibrous

6. Ferro-Fibrous

4-6

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Jump Jet

6. Jump Jet

Head

1. Life Support

2. Sensors

3. Cockpit

4. Medium Pulse Laser

5. Sensors

6. Life Support

1-3

1. Gyro

2. Gyro

3. Gyro

4. Gyro

5. Gyro

6. Gyro

4-6

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

4. XL Fusion Engine

5. Double Heat Sink

6. Double Heat Sink

1-3

1. ECM Suite

2. Ferro-Fibrous

3. Ferro-Fibrous

4. Ferro-Fibrous

5. Ferro-Fibrous

6. Ferro-Fibrous

4-6

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Jump Jet

6. Jump Jet

Right Arm (CASE)

1. Shoulder

2. Upper Arm Actuator

3. Double Heat Sink

4. Double Heat Sink

5. Gauss Rifle

6. Gauss Rifle

1-3

1. Gauss Rifle

2. Gauss Rifle

3. Gauss Rifle

4. Gauss Rifle

5. Endo Steel

6. Endo Steel

4-6

1. XL Fusion Engine

2. XL Fusion Engine

3. Double Heat Sink

4. Double Heat Sink

5. Ammo (Gauss) 8

6. Ammo (Gauss) 8

1-3

1. ECM Suite

2. Ferro-Fibrous

3. Ferro-Fibrous

4. Ferro-Fibrous

5. Ferro-Fibrous

6. Ferro-Fibrous

4-6

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Jump Jet

6. Jump Jet

Center Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

4. Gyro

5. Gyro

6. Gyro

1-3

1. Gyro

2. XL Fusion Engine

3. XL Fusion Engine

4. XL Fusion Engine

5. Double Heat Sink

6. Double Heat Sink

4-6

1. XL Fusion Engine

2. XL Fusion Engine

3. Double Heat Sink

4. Double Heat Sink

5. Ammo (Gauss) 8

6. Ammo (Gauss) 8

1-3

1. ECM Suite

2. Ferro-Fibrous

3. Ferro-Fibrous

4. Ferro-Fibrous

5. Ferro-Fibrous

6. Ferro-Fibrous

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

Double Heat Sinks: 17 (34)

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

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