

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Turkina H
Movement Points:
Walking: 3
Running: 5
Jumping: 3
Engine Type: 285 XL
Tonnage: 95
Tech Base: Clan
Rules Level: Standard
Role: Juggernaut

WARRIOR DATA

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

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

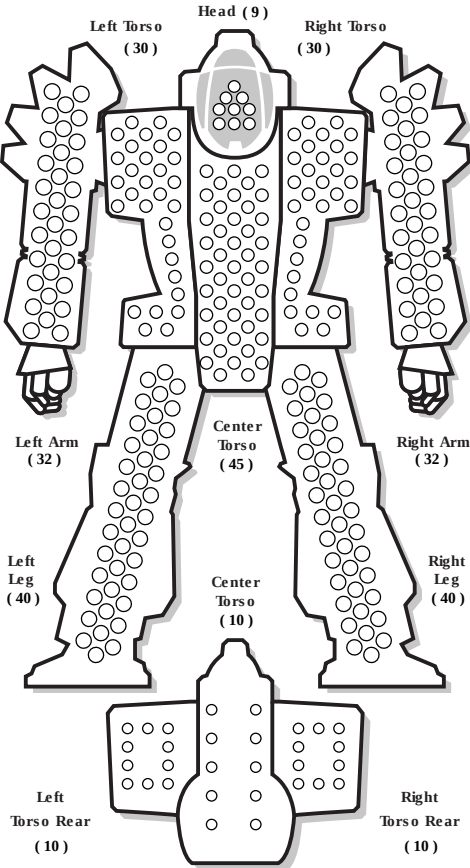
Weapons & Equipment Inventory (hexes)								
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	Targeting Computer	RA	—	[E]	—	—	—	—
1	Ultra AC/10	LT	3	10/Sht [DB,R/C]	—	6	12	18
1	Ultra AC/10	RT	3	10/Sht [DB,R/C]	—	6	12	18
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12

Ammo: (Ultra AC/10) 40

BV: 2,640

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

Left Arm (CASE)

1-3: 1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Right Arm

1-3: 1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Heavy Medium Laser
6. Heavy Medium Laser

Center Torso

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

Left Torso (CASE)

1-3: 1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Right Torso (CASE)

1-3: 1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Left Leg

1-3: 1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Right Leg

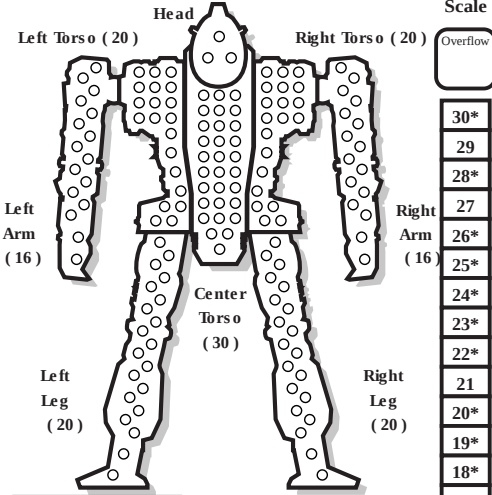
1-3: 1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

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

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 20 (40)
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

30*
29
28*
27
26*
25*
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