

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Avatar AV1-OU

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 XL

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

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	LRT 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	SRT 4	LA	3	2/Msl [M,C,S]	—	3	6	9
1	LRT 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	SRT 4	RA	3	2/Msl [M,C,S]	—	3	6	9
1	Small Pulse Laser	LT	2	3 [P,AI]	—	1	2	3
1	C3 Computer	RT	—	[E]	—	5	9	15
(Master)								
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Ammo: (LRT 15 Artemis) 32, (SRT 4 Artemis) 50

BV: 1,281



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LRT 15
- LRT 15
- LRT 15
- Artemis IV FCS

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- LRT 15
- LRT 15
- LRT 15
- Artemis IV FCS

Center Torso

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

Left Torso (CASE)

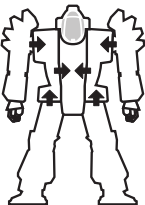
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Small Pulse Laser
- CASE
- Roll Again

4-6

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- C3 Master
- C3 Master
- C3 Master

1-3

- C3 Master
- C3 Master
- CASE
- Roll Again
- Roll Again
- Roll Again

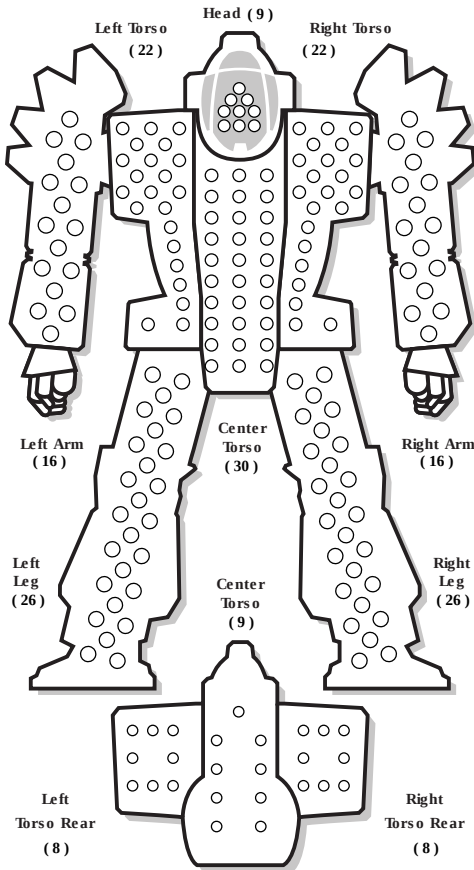
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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

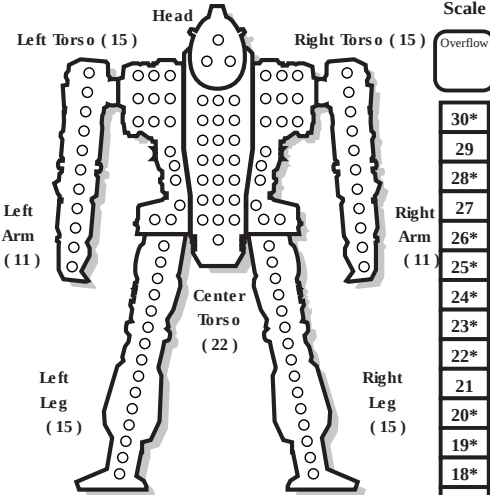
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks:
10 (20)

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
0