

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Turkina U

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 285 XL

Tonnage: 95

Tech Base: Clan

Rules Level: Advanced

Role: Juggernaut

### 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   | Talons             | RL/LL | —  | 29            | —   | —   | —   | —   |
| 7   | ER Small Laser     | LA    | 2  | 5 [DE]        | —   | 2   | 4   | 6   |
| 1   | Targeting Computer | LA    | —  | [E]           | —   | —   | —   | —   |
| 1   | Coolant Pod        | LA    | —  | [PE,OS,X]     | —   | —   | —   | —   |
| 1   | ATM 9              | RA    | 6  | [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   |
| 3   | ER Small Laser     | RA    | 2  | 5 [DE]        | —   | 2   | 4   | 6   |
| 1   | LRM 15             | LT    | 5  | 1/Msl [M,C,S] | —   | 7   | 14  | 21  |
| 1   | Liquid Storage:1t  | LT    | —  | [E]           | —   | —   | —   | —   |
| 1   | LRM 15             | RT    | 5  | 1/Msl [M,C,S] | —   | 7   | 14  | 21  |
| 1   | Liquid Storage:1t  | RT    | —  | [E]           | —   | —   | —   | —   |
| 1   | Active Probe       | HD    | —  | [E]           | —   | —   | —   | 5   |

Ammo: (ATM 9) 14, (LRM 15) 16

BV: 2,447



### CRITICAL TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ER Small Laser
- ER Small Laser
- ER Small Laser
- ER Small Laser

1-3

- ER Small Laser
- ER Small Laser
- ER Small Laser
- Targeting Computer
- Coolant Pod
- BattleMech/Vehicle HarJel System

4-6

#### Left Torso (CASE)

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

1-3

- Jump Jet
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Liquid Storage
- BattleMech/Vehicle HarJel System

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Talons
- Talons

#### Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ATM 9
- ATM 9
- ATM 9
- ATM 9

1-3

- ER Small Laser
- ER Small Laser
- ER Small Laser
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- BattleMech/Vehicle HarJel System

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

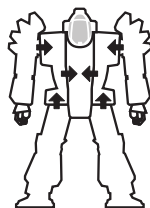
- Jump Jet
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Liquid Storage
- BattleMech/Vehicle HarJel System

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Talons
- Talons

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

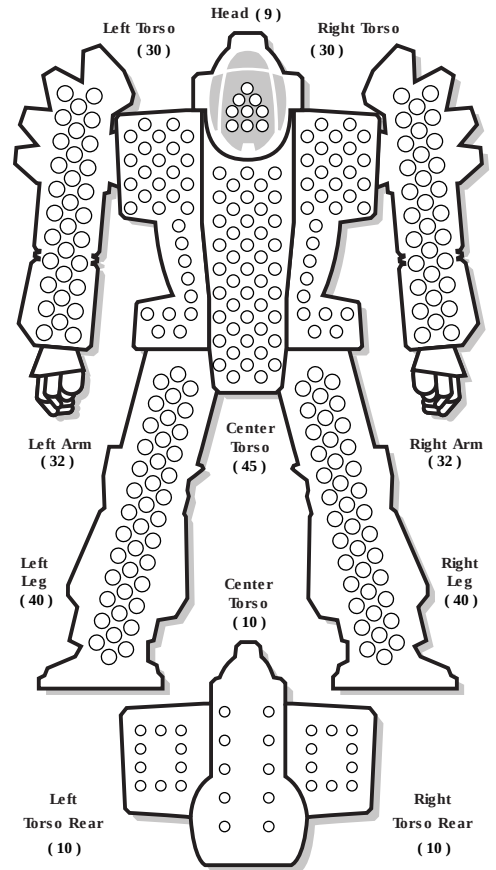


Damage Transfer Diagram



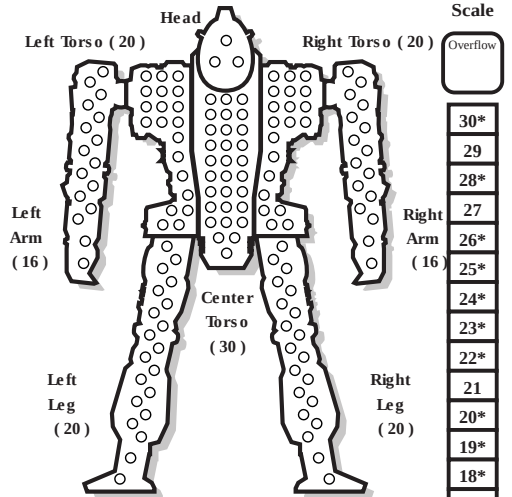
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 15 (30) |
|-------------|------------------------|----------------------------|
| 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* |
| 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   |