

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Tomahawk A
Movement Points:
Walking: 3
Running: 5
Jumping: 0
Engine Type: 300 XL
Tonnage: 100
Tech Base: Clan
Rules Level: Standard
Role: Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LA	7	20/Sht	—	4	8	12
				[DB,R/C]				
1	Ultra AC/20	RA	7	20/Sht	—	4	8	12
				[DB,R/C]				
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
3	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6

Ammo: (Streak SRM 6) 15, (Ultra AC/20) 30

BV: 2,636

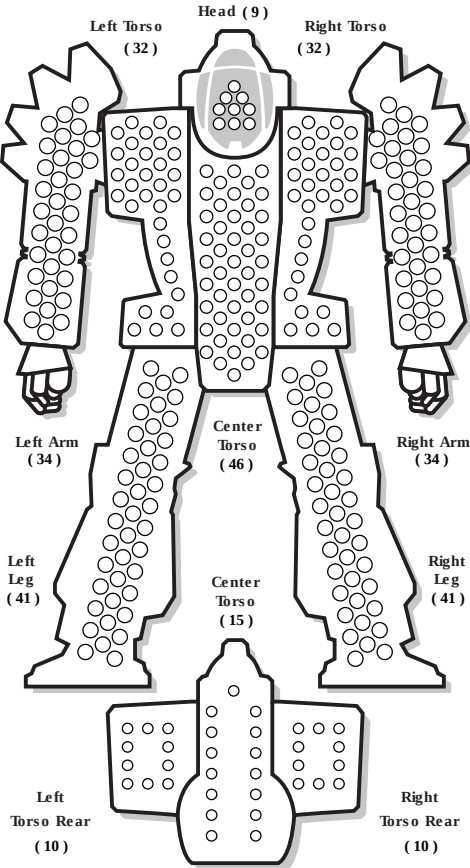
WARRIOR DATA

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

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

ARMOR DIAGRAM

Standard Armor

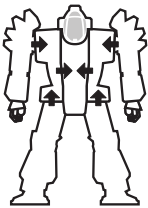


CRITICAL TABLE

- Left Arm (CASE)**
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Ultra AC/20
 - 4. Ultra AC/20
 - 5. Ultra AC/20
 - 6. Ultra AC/20
- 1-3**
- Center Torso**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
 - 4. Ultra AC/20
 - 5. Ammo (Ultra AC/20) 5
 - 6. Roll Again
- 4-6**
- Left Torso (CASE)**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3**
- 1. Streak SRM 6
 - 2. Streak SRM 6
 - 3. ER Large Laser
 - 4. Ammo (Streak SRM 6) 15
 - 5. Ammo (Ultra AC/20) 5
 - 6. Ammo (Ultra AC/20) 5
- 4-6**

- Head**
- 1. Life Support
 - 2. Sensors
 - 3. Cockpit
 - 4. ER Small Laser
 - 5. Sensors
 - 6. Life Support
- Right Arm (CASE)**
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Ultra AC/20
 - 4. Ultra AC/20
 - 5. Ultra AC/20
 - 6. Ultra AC/20
- 1-3**
- Center Torso**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 4-6**
- Right Torso (CASE)**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Streak SRM 6
 - 6. Streak SRM 6
- 1-3**
- 1. Medium Pulse Laser
 - 2. Medium Pulse Laser
 - 3. Medium Pulse Laser
 - 4. Ammo (Ultra AC/20) 5
 - 5. Ammo (Ultra AC/20) 5
 - 6. Roll Again
- 4-6**

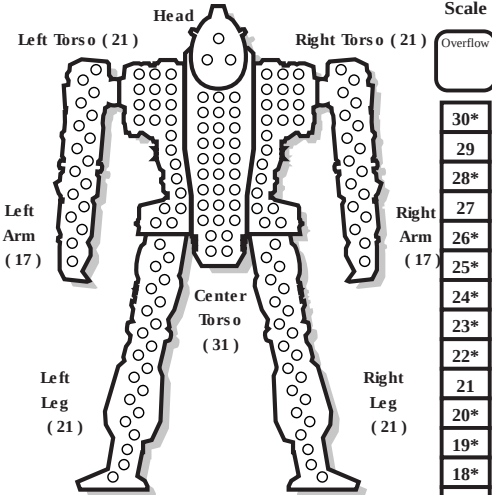
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

Heat Scale
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
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9
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7
6
5*
4
3
2
1
0