

BATTLETECH™

SUPERHEAVY THREE-LEGGED OMNIMECH RECORD SHEET

MECH DATA

Type: Ares ARS-V1C Aphrodite

Movement Points: **Tonnage:** 135
Walking: 2 **Tech Base:** Mixed
Running: 3 **Rules Level:** Advanced
Jumping: 0 **Role:** Juggernaut
Engine Type: 270 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	A-Pod	CL	—	[PB,OS,AI]	—	—	—	—
2	A-Pod	LL	—	[PB,OS,AI]	—	—	—	—
2	A-Pod	RL	—	[PB,OS,AI]	—	—	—	—
1	Rotary AC/5 (C)	LA	1	5/Sht [DB,R/C]	—	7	14	21
3	Streak LRM 5	RA	2	1/Msl [M,C]	—	7	14	21
1	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
1	C3 Computer (Master)	LT	—	[E]	—	5	9	15
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	C3 Computer (Master)	RT	—	[E]	—	5	9	15
1	ER Small Laser (C)	CT	2	5 [DE]	—	2	4	6
1	SRM 2	CT	2	2/Msl [M,C,S]	—	3	6	9
1	Angel ECM Suite	CT	—	[E]	—	—	—	6

Ammo: (LRM 5) 24, (RAC/5) 80, (SRM 2) 50, (Streak LRM 5) 48

WARRIOR DATA

Pilot: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

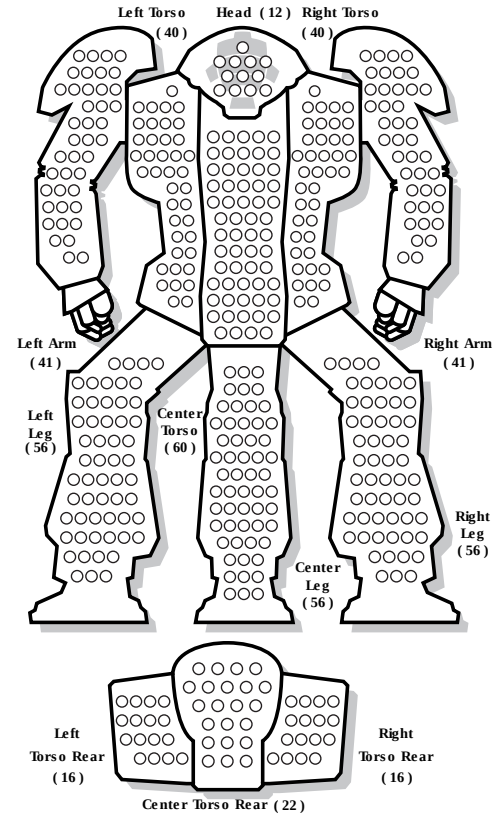
Tech Officer: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

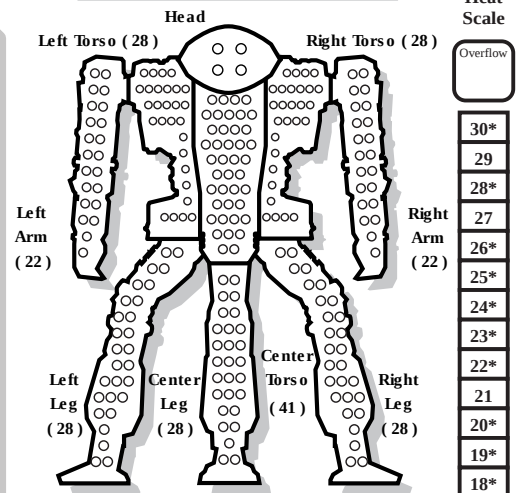
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo-Composite



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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

CRITICAL TABLE

Left Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Rotary AC/5 [Clan]
- Rotary AC/5 [Clan]

- Rotary AC/5 [Clan]
- Rotary AC/5 [Clan]
- Ammo (RAC/5) 40
- Ammo (RAC/5) 40
- CASE II
- Endo-Composite

Left Torso (CASE II)

- Double Heat Sink
- Double Heat Sink
- ER Medium Laser [Clan]
- ER Small Laser [Clan]
- LRM 5
- SRM 2

- Ammo (LRM 5) 24
- C3 Master
- C3 Master
- C3 Master
- CASE II
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

Head

- Life Support
- Sensors
- Superheavy Tripod Cockpit
- Endo-Composite
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Superheavy Gyro
- Superheavy Gyro
- Double Heat Sink

- Double Heat Sink
- ER Small Laser [Clan]
- SRM 2
- Angel ECM Suite
- Endo-Composite
- Roll Again

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

CATALYST
game labs

Damage
Transfer
Diagram



Center Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

Right Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Streak LRM 5 [Clan]
- Streak LRM 5 [Clan]

- Streak LRM 5 [Clan]
- Ammo (Streak LRM 5) 48
- CASE II
- Endo-Composite
- Roll Again
- Roll Again

Right Torso (CASE II)

- Double Heat Sink
- Double Heat Sink
- ER Medium Laser [Clan]
- ER Small Laser [Clan]
- LRM 5
- SRM 2

- Ammo (SRM 2) 50
- C3 Master
- C3 Master
- C3 Master
- CASE II
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod