

BATTLETECH™

SUPERHEAVY THREE-LEGGED OMNIMECH RECORD SHEET

MECH DATA

Type: Ares ARS-V1B Hades

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	MRM 20	LA	6	1/Msl [M,C]	—	3	8	15
1	Ultra AC/10 (C)	LA	3	10/Shr [DB,R/C]	—	6	12	18
1	MRM 20	RA	6	1/Msl [M,C]	—	3	8	15
1	TSEMP Cannon	RA	10	0 [DE,X]	—	5	10	15
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	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	SRM 2	CT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser (C)	CT	2	5 [DE]	—	2	4	6

Ammo: (LRM 5) 24, (MRM 20) 24, (SRM 2) 50, (Ultra AC/10) 40

BV: 2,813

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

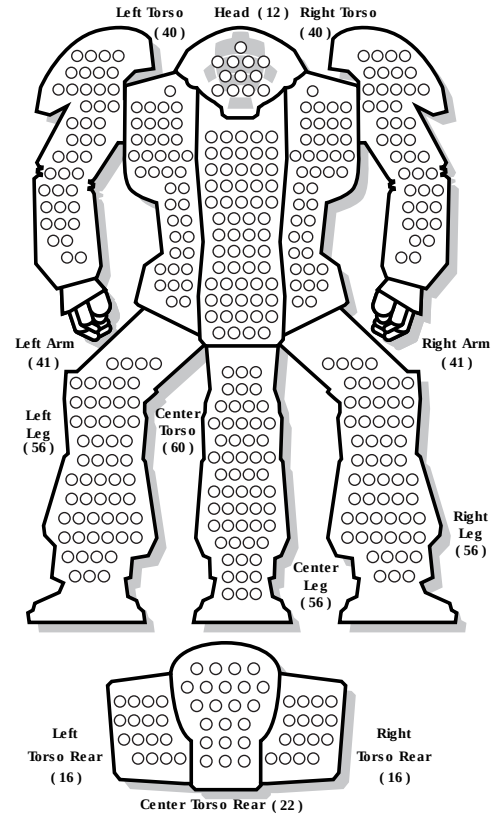
Tech Officer: _____

Gunnery Skill: _____ Piloting Skill: _____

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

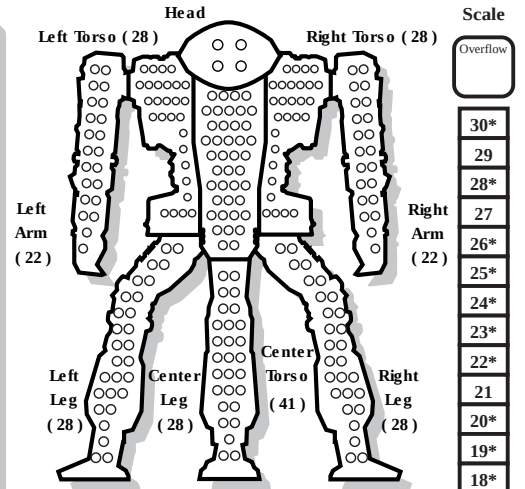
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo-Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	12 (24)
28	Ammo Exp, avoid on 8+	11
26	Shutdown, avoid on 10+	10*
25	-5 Movement Points	9
24	+4 Modifier to Fire	8*
23	Ammo Exp, avoid on 6+	7
22	Shutdown, avoid on 8+	6
20	-4 Movement Points	5*
19	Ammo Exp, avoid on 4+	4
18	Shutdown, avoid on 6+	3
17	+3 Modifier to Fire	2
15	-3 Movement Points	1
14	Shutdown, avoid on 4+	0
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
- MRM 20
- MRM 20
- Apollo MRM FCS
- Ultra AC/10 [Clan]

- Ultra AC/10 [Clan]
- Ammo (Ultra AC/10) 20
- Ammo (Ultra AC/10) 20
- CASE II
- Endo-Composite
- Roll Again

Left Torso (CASE II)

- ER Medium Laser [Clan]
- ER Small Laser [Clan]
- LRM 5
- SRM 2
- Ammo (LRM 5) 24
- Ammo (MRM 20) 12

- CASE II
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 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

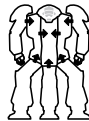
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Superheavy Gyro
- Superheavy Gyro
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 2
- ER Small Laser [Clan]
- Endo-Composite

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

CATALYST
game labs

Damage
Transfer
Diagram



Right Arm

- Shoulder
- Upper Arm Actuator
- MRM 20
- MRM 20
- Apollo MRM FCS
- TSEMP Cannon

- TSEMP Cannon
- TSEMP Cannon
- Endo-Composite
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE II)

- ER Medium Laser [Clan]
- ER Small Laser [Clan]
- LRM 5
- SRM 2
- Ammo (SRM 2) 50
- Ammo (MRM 20) 12

- CASE II
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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