

BATTLETECH™

SUPERHEAVY THREE-LEGGED OMNIMECH RECORD SHEET

MECH DATA

Type: Ares ARS-V1D Hephaestus

Movement Points:

Walking: 2

Running: 3

Jumping: 0

Engine Type: 270 Fusion

Tonnage: 135

Tech Base: Mixed

Rules Level: Advanced

Role: Juggernaut

Weapons & Equipment Inventory

(hexes)

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]	—	—	—	—
2	ER Large Laser (C)	LA	12	10 [DE]	—	8	15	25
1	C3 Computer (Slave)	LA	—	[E]	—	—	—	—
2	Large Pulse Laser (C)	RA	10	10 [P]	—	6	14	20
1	Light PPC	RA	5	5 [DE]	3	6	12	18
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	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	Radical Heat Sink System	CT	—	[E]	—	—	—	—

Ammo: (LRM 5) 24, (SRM 2) 50

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

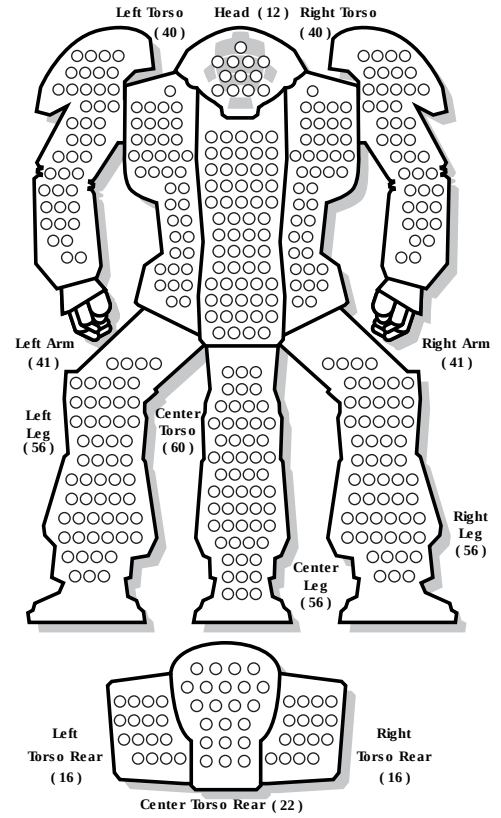
Tech Officer: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Standard Armor



BV: 2,960



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- ER Large Laser [Clan]
- ER Large Laser [Clan]
- C3 Slave
- Endo-Composite

Left Torso (CASE II)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER Medium Laser [Clan]
- ER Small Laser [Clan]
- LRM 5
- SRM 2
- Ammo (LRM 5) 24
- CASE II

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

1-3

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

4-6

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



Center Leg

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser [Clan]
- Large Pulse Laser [Clan]
- Light PPC
- Endo-Composite

4-6

Right Torso (CASE II)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser [Clan]
- ER Small Laser [Clan]
- LRM 5
- SRM 2
- Ammo (SRM 2) 50
- CASE II

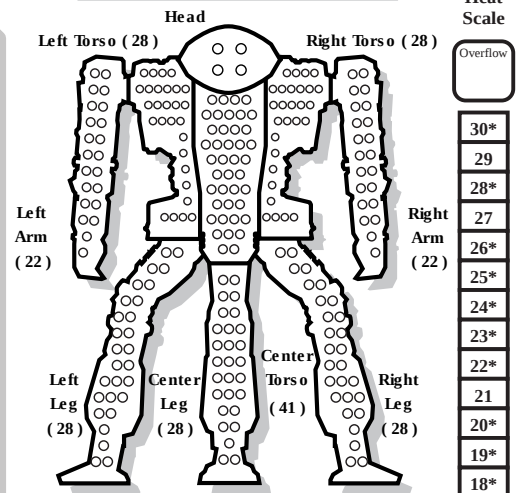
4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Endo-Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 23 (46)
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