

BATTLETECH™

SUPERHEAVY BATTLEMECH RECORD SHEET

MECH DATA

Type: Omega SHP-4X

Movement Points:

Walking: 2

Running: 3

Jumping: 0

Engine Type: 300 XL

Tonnage: 150

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Sniper

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	LB 10-X AC	LA	2	10	—	6	12	18
				[DB,C/F/S]				
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	CT	1	15 [DB,X]	2	7	15	22
1	C3i	CT	—	[E]	—	—	—	—

Ammo: (Gauss) 80, (LB 10-X) 20, (LB 10-X Cluster) 20

BV: 3,001



CRITICAL TABLE

Left Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- Ammo (LB 10-X) 20
- CASE II
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Ammo (Gauss) 16
- Ammo (Gauss) 16
- CASE II
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Superheavy Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso (CASE II)

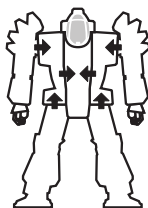
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Superheavy Gyro
- Superheavy Gyro
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 16
- C3i
- CASE II

4-6

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



Damage Transfer Diagram

Right Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- Ammo (LB 10-X Cluster) 20
- CASE II
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Ammo (Gauss) 16
- Ammo (Gauss) 16
- CASE II
- Endo Steel
- Roll Again
- Roll Again

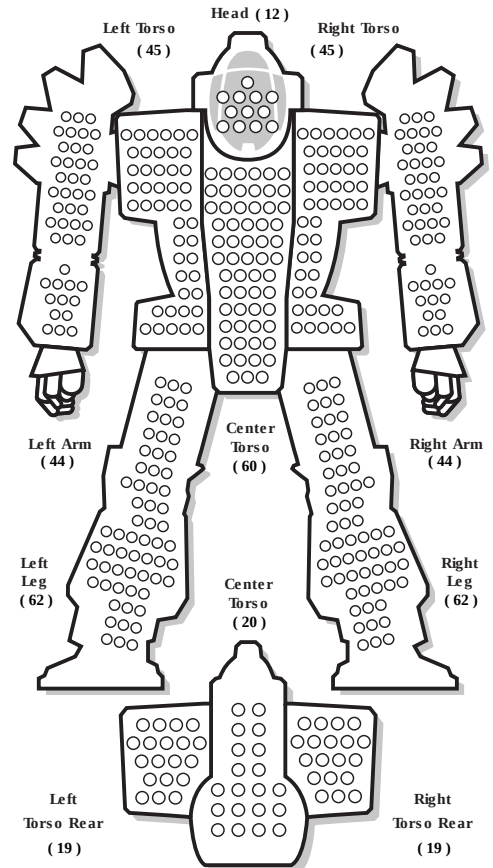
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

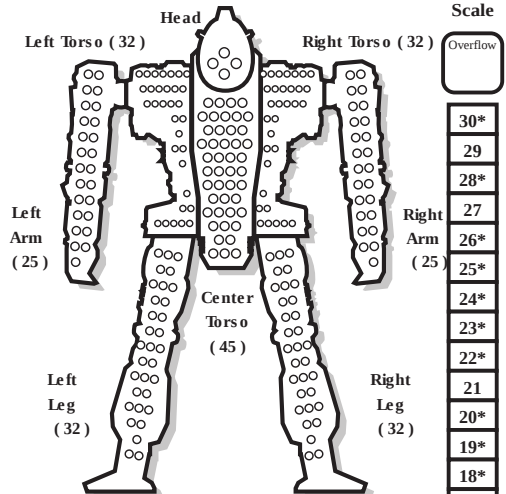
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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	○