

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Grigori C-GRG-OS Caelestis
Movement Points: Tonnage: 60
Walking: 4 Tech Base: Mixed
Running: 6 Rules Level: Standard
Jumping: 0 Role: Brawler
Engine Type: 240 Light

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Silver Bullet Gauss Rifle	RA	1	15	2	7	15	22
1	C3i	LT	—	[E]	—	—	—	—
1	Streak LRM 10	RT	4	1/Msl [M,C]	—	7	14	21
2	Medium X-Pulse Laser	HD	6	6 [P]	—	3	6	9

Ammo: (Silver Bullet) 16, (Streak LRM 10) 12

BV: 1,378

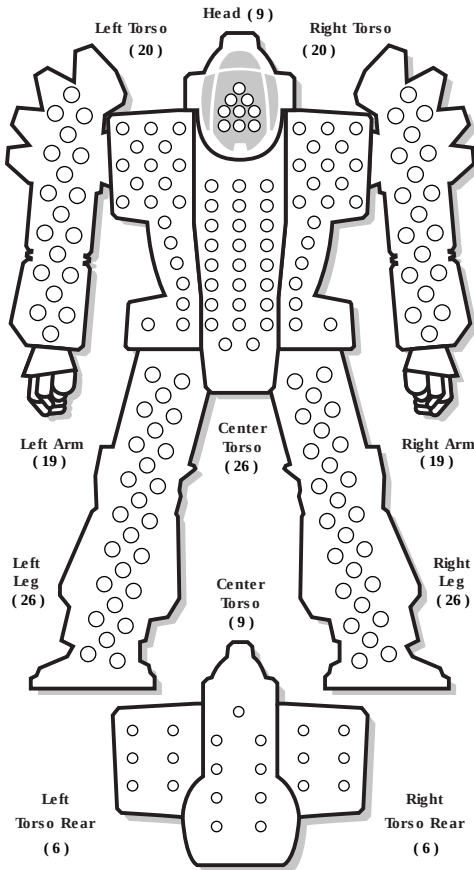
WARRIOR DATA

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

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

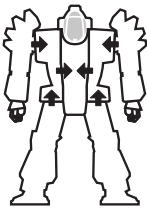
ARMOR DIAGRAM

Light Ferro-Fibrous



CRITICAL TABLE

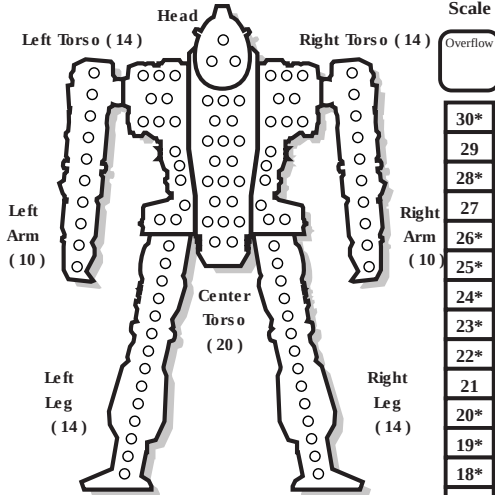
- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Center Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - XL Gyro
 - XL Gyro
 - XL Gyro
- 1-3**
- Left Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Ammo (Silver Bullet) 8
 - Ammo (Silver Bullet) 8
 - C3i
 - C3i
- 1-3**
- Right Torso (CASE II)**
- Light Fusion Engine
 - Light Fusion Engine
 - CASE II
 - Streak LRM 10 [Clan]
 - Streak LRM 10 [Clan]
 - Ammo (Streak LRM 10) 12
- 1-3**
- Engine Hits** ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
- 4-6**
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
- 4-6**



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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