

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Vulture (Mad Dog) I
Movement Points: Tonnage: 60
Walking: 5 Tech Base: Clan
Running: 8 Rules Level: Standard
Jumping: 0 Role: Sniper
Engine Type: 300 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
2	Rotary AC/2	RA	1	2/Sht	—	8	17	25

[DB,R/C]

Ammo: (RAC/2) 90

BV: 1,817



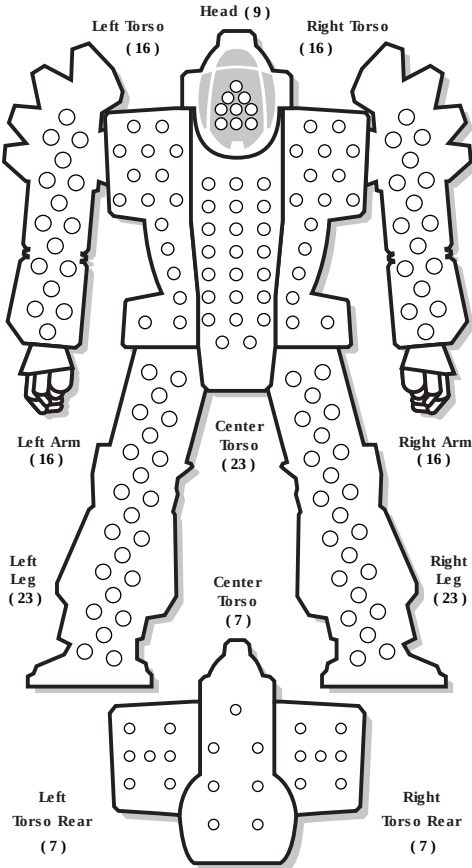
WARRIOR DATA

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

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

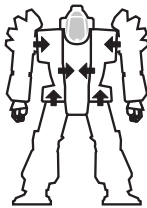
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

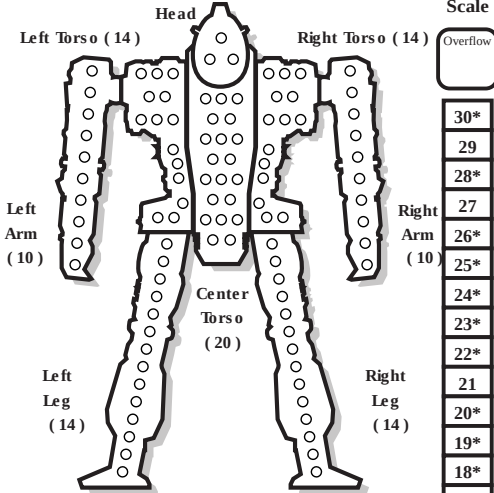
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. ER PPC		3. Cockpit		3. Rotary AC/2
	4. ER PPC		4. Ferro-Fibrous		4. Rotary AC/2
	5. PPC Capacitor		5. Sensors		5. Rotary AC/2
	6. Ferro-Fibrous		6. Life Support		6. Rotary AC/2
Center Torso		Right Torso (CASE)			
4-6	1. Roll Again	4-6	1. XL Fusion Engine	1-3	1. Rotary AC/2
	2. Roll Again		2. XL Fusion Engine		2. Rotary AC/2
	3. Roll Again		3. XL Fusion Engine		3. Rotary AC/2
	4. Roll Again		4. Gyro		4. Rotary AC/2
	5. Roll Again		5. Gyro		5. Ferro-Fibrous
	6. Roll Again		6. Gyro		6. Roll Again
Left Torso		Engine Hits			
1-3	1. XL Fusion Engine	4-6	1. Gyro	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. Double Heat Sink		3. XL Fusion Engine		3. Double Heat Sink
	4. Double Heat Sink		4. Double Heat Sink		4. Double Heat Sink
	5. Ferro-Fibrous		5. Double Heat Sink		5. Ammo (RAC/2) 45
	6. Ferro-Fibrous		6. Double Heat Sink		6. Ammo (RAC/2) 45
Right Leg		Engine Hits			
4-6	1. Roll Again	4-6	1. Gyro	1-3	1. Ferro-Fibrous
	2. Roll Again		2. XL Fusion Engine		2. Ferro-Fibrous
	3. Roll Again		3. XL Fusion Engine		3. Roll Again
	4. Roll Again		4. Double Heat Sink		4. Roll Again
	5. Roll Again		5. Double Heat Sink		5. Roll Again
	6. Roll Again		6. Double Heat Sink		6. Roll Again
Left Leg		Engine Hits			
4-6	1. Hip	4-6	1. Gyro	1-3	1. Ferro-Fibrous
	2. Upper Leg Actuator		2. XL Fusion Engine		2. Ferro-Fibrous
	3. Lower Leg Actuator		3. XL Fusion Engine		3. Roll Again
	4. Foot Actuator		4. Double Heat Sink		4. Roll Again
	5. Roll Again		5. Double Heat Sink		5. Roll Again
	6. Roll Again		6. Double Heat Sink		6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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	○○○

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