

# BATTLETECH™

## OMNIMECH RECORD SHEET

### MECH DATA

**Type:** Butcherbird (Ion Sparrow) Prime  
**Movement Points:** \_\_\_\_\_  
**Walking:** 8      **Tonnage:** 20  
**Running:** 12      **Tech Base:** Clan  
**Jumping:** 10      **Rules Level:** Advanced  
**Engine Type:** 160 XL      **Role:** Scout

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Imp. Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9
2	AP Gauss Rifle	RA	1	3 [DB,AI,X]	—	3	6	9
1	Partial Wing	RT/LT	—	[E]	—	—	—	—

Ammo: (AP Gauss) 40

BV: 877



### WARRIOR DATA

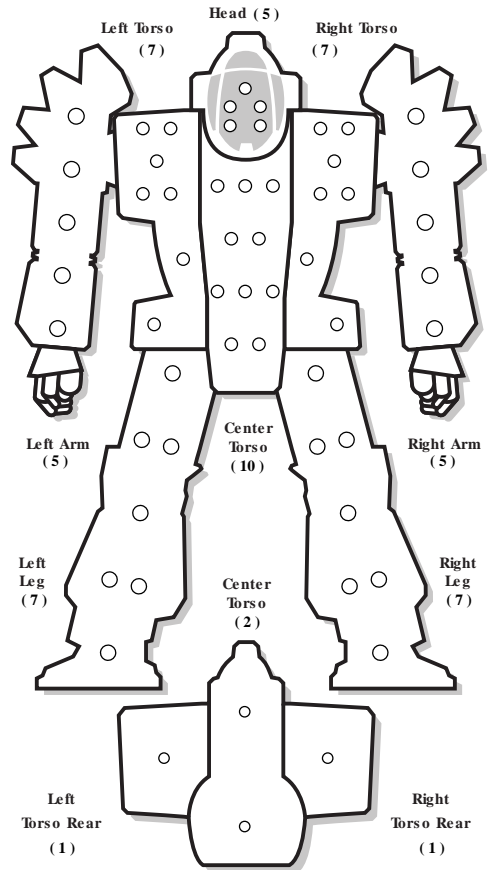
**Name:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**

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

**Consciousness #**

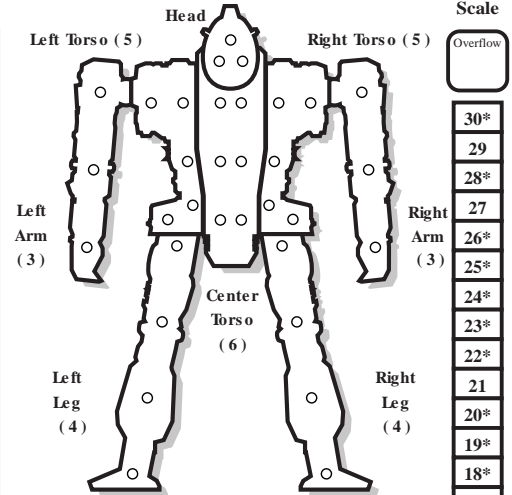
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



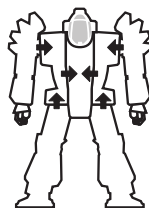
Heat Scale

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

### CRITICAL TABLE

<p><b>Left Arm (CASE)</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Imp. Heavy Medium Laser</li> <li>Imp. Heavy Medium Laser</li> <li>Imp. Heavy Medium Laser</li> <li>Imp. Heavy Medium Laser</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Partial Wing</li> <li>Partial Wing</li> <li>Partial Wing</li> <li>Double Heat Sink</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Small Cockpit</li> <li>Sensors</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p><b>4-6</b></p> <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p><b>Engine Hits</b> ○○○○</p> <p><b>Gyro Hits</b> ○○○○</p> <p><b>Sensor Hits</b> ○○○○</p> <p><b>Life Support</b> ○</p> </div> <p><b>Right Arm (CASE)</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>AP Gauss Rifle</li> <li>AP Gauss Rifle</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Partial Wing</li> <li>Partial Wing</li> <li>Partial Wing</li> <li>Double Heat Sink</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Ammo (AP Gauss) 40</li> </ol> <p><b>4-6</b></p> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>
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Damage Transfer Diagram

### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (23)
28	Ammo Exp, avoid on 8+	(Partial Wing +3)
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	○