

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Fire Falcon L
Movement Points:
Walking: 8
Running: 12
Jumping: 0
Engine Type: 200 XL
Tonnage: 25
Tech Base: Clan
Rules Level: Standard
Role: Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
4	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Targeting Computer	CT	—	[E]	—	—	—	—

BV: 1,665



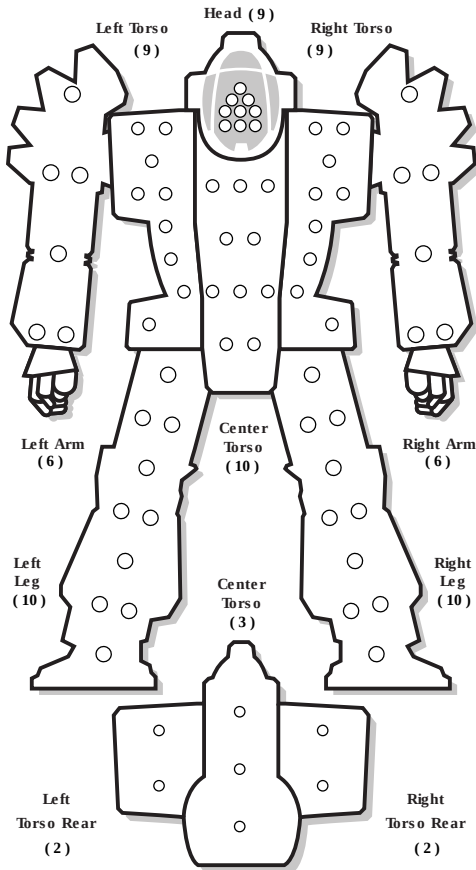
WARRIOR DATA

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

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

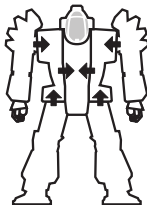
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

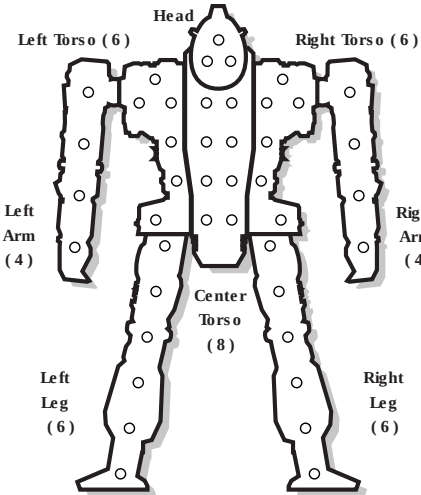
- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - ER PPC
 - ER PPC
 - Endo Steel
 - Endo Steel
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - ER Small Laser
 - ER Small Laser
 - ER Small Laser
 - ER Small Laser
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Double Heat Sink
 - Double Heat Sink
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Double Heat Sink
 - Double Heat Sink
- Engine Hits** ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

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
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

Double Heat Sinks:
10 (20)

