

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Mastodon B

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 285 XL

Tonnage: 95

Tech Base: Clan

Rules Level: Standard

Role: Juggernaut

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 20-X AC	LA	6	20	—	4	8	12
[DB,C/F/S]								
2	Streak SRM 4	RA	3	2/Msl [M,C]	—	4	8	12
4	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Streak LRM 20	RT	6	1/Msl [M,C]	—	7	14	21

Ammo: (LB-20X) 10, (LB-20X Cluster) 5, (Streak LRM 20) 12, (Streak SRM 4) 25

BV: 2,793



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Roll Again

4-6

Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Ammo (LB-20X) 5
- Ammo (LB-20X) 5
- Ammo (LB-20X Cluster) 5
- CASE II

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Streak SRM 4
- Streak SRM 4

1-3

- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Roll Again
- Roll Again

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Streak LRM 20
- Streak LRM 20
- Streak LRM 20
- Streak LRM 20

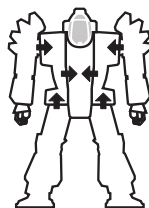
1-3

- Streak LRM 20
- Ammo (Streak LRM 20) 6
- Ammo (Streak LRM 20) 6
- Ammo (Streak SRM 4) 25
- CASE II
- Roll Again

4-6

Right Leg

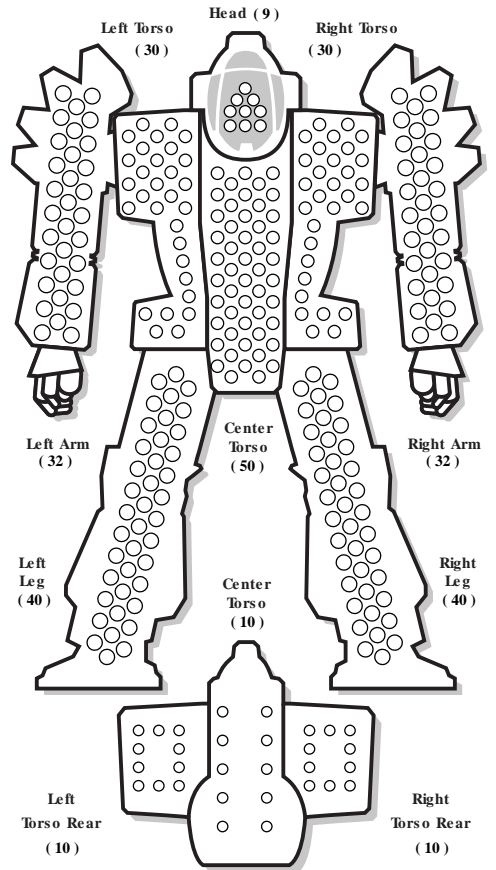
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous



Damage Transfer Diagram

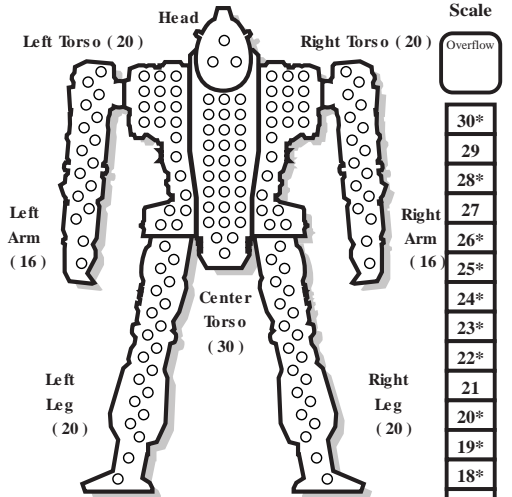
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Reinforced



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	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	○○○