BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Jade Phoenix D

Movement Points:		**Tonnage:**	85
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Advanced
Jumping:	0	**Role:**	Sniper
Engine Type:	340 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Partial Wing	RT/LT	—	[E]	—	—	—	—
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15

Ammo: (Gauss) 24

BV: 2,979

WARRIOR DATA

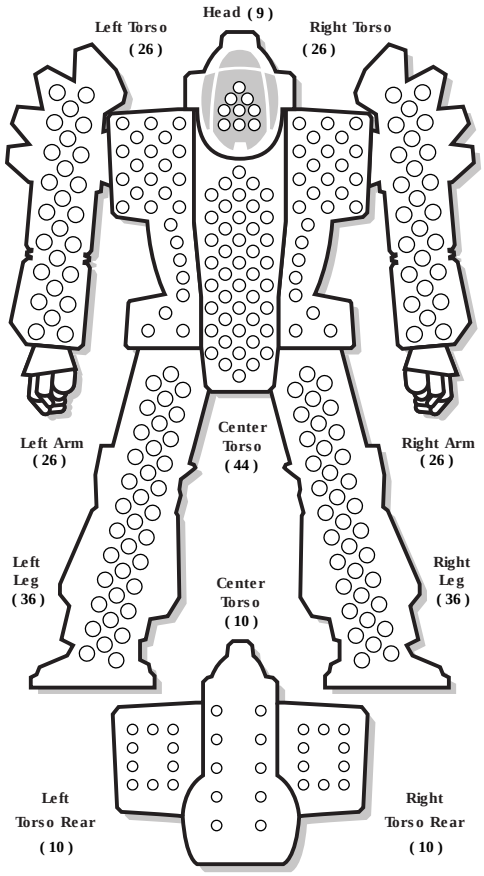
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. ER PPC (1-3)
6. ER PPC (1-3)

1. ER PPC (4-6)
2. ER PPC (4-6)
3. Endo-Composite (4-6)
4. Endo-Composite (4-6)
5. Endo-Composite (4-6)
6. Endo-Composite (4-6)

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing (1-3)
4. Partial Wing (1-3)
5. Partial Wing (1-3)
6. Targeting Computer (1-3)

1. Targeting Computer (4-6)
2. Targeting Computer (4-6)
3. Targeting Computer (4-6)
4. Targeting Computer (4-6)
5. Ferro-Fibrous (4-6)
6. Ferro-Fibrous (4-6)

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

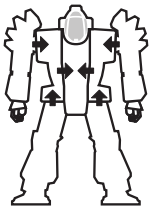
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine (1-3)
2. XL Fusion Engine (1-3)
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. ER Medium Laser (4-6)
6. Roll Again (4-6)

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



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. Gauss Rifle (1-3)
6. Gauss Rifle (1-3)

1. Gauss Rifle (4-6)
2. Gauss Rifle (4-6)
3. Gauss Rifle (4-6)
4. Gauss Rifle (4-6)
5. Ferro-Fibrous (4-6)
6. Ferro-Fibrous (4-6)

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing (1-3)
4. Partial Wing (1-3)
5. Partial Wing (1-3)
6. Ammo (Gauss) 8 (1-3)

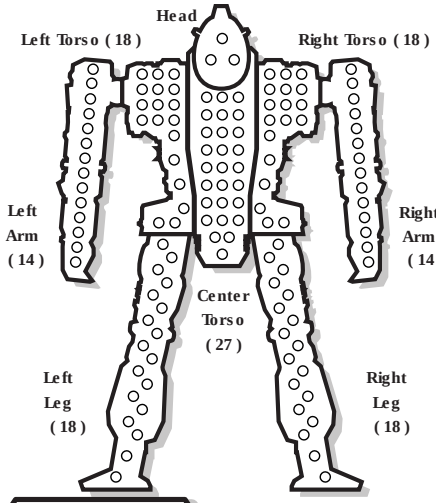
1. Ammo (Gauss) 8 (4-6)
2. Ammo (Gauss) 8 (4-6)
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM

Endo-Composite



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

Double Heat Sinks: 17 (37) (Partial Wing +3)

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	

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