

# BATTLETECH™

## OMNIMECH RECORD SHEET

### MECH DATA

Type: Hierofalcon C

Movement Points:

Walking: 6

Running: 9

Jumping: 8

Engine Type: 270 XL

Tonnage: 45

Tech Base: Clan

Rules Level: Advanced

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Rotary AC/2	RA	1	2/Sht	—	8	17	25
				[DB,R/C]				
1	Partial Wing	RT/LT	—	[E]	—	—	—	—

Ammo: (RAC/2) 90

BV: 1,941



### WARRIOR DATA

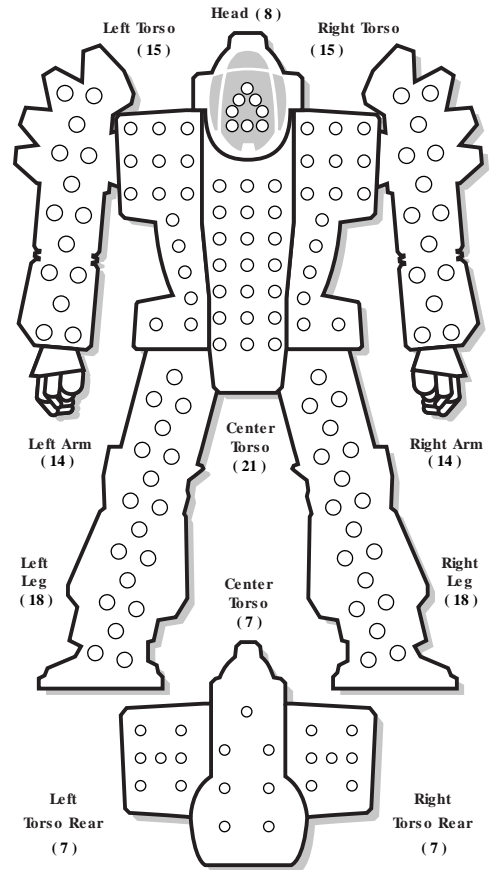
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

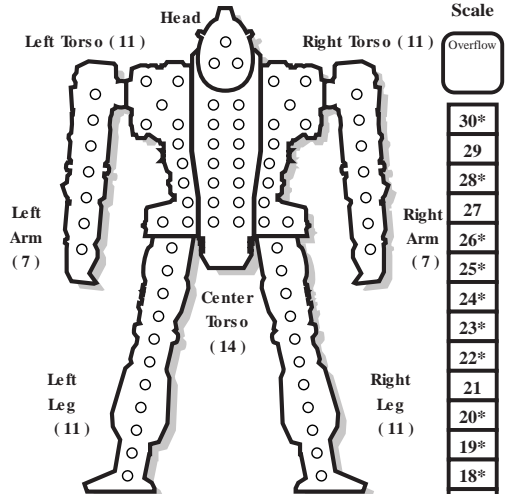
### ARMOR DIAGRAM

#### Ferro-Fibrous



### 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

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Partial Wing
- Partial Wing
- Partial Wing

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### 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
- Roll Again

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2

1-3

- Ammo (RAC/2) 45
- Ammo (RAC/2) 45
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Partial Wing
- Partial Wing
- Partial Wing

1-3

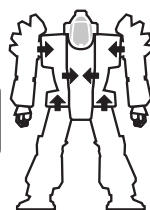
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (23) (Partial Wing +3)
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	○