

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Dragonfly (Viper) J
Movement Points: Tonnage: 40
Walking: 8 Tech Base: Clan
Running: 12 Rules Level: Standard
Jumping: 8 Role: Striker
Engine Type: 320 XL

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
3	ATM 3	LA	2	[M,C,S]					
	Standard			2/Msl	4	5	10	15	
	Extended Range			1/Msl	4	9	18	27	
	High Explosive			3/Msl	—	3	6	9	
2	ER Micro Laser	RA	1	2 [DE]	—	1	2	4	
2	ER Micro Laser	RT	1	2 [DE]	—	1	2	4	

Ammo: (ATM 3) 20, (ATM 3 ER) 20, (ATM 3 HE) 20

BV: 1,196

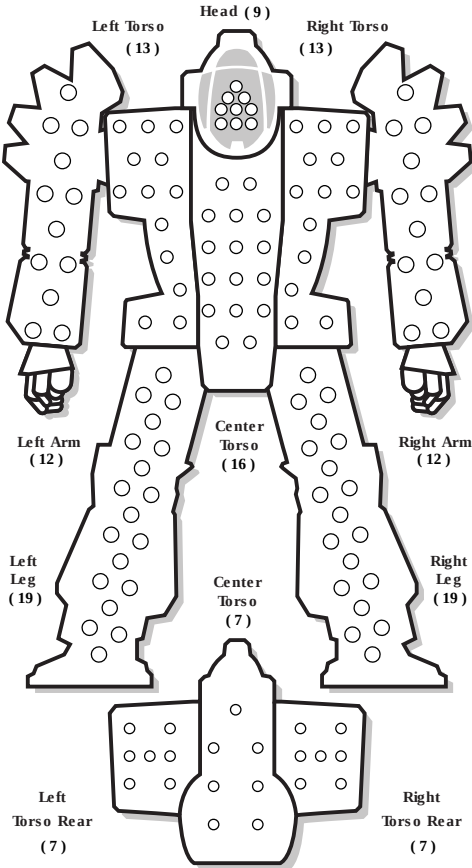
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous

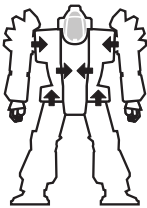


CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ATM 3
 - ATM 3
- Center Torso**
- ATM 3
 - ATM 3
 - ATM 3
 - ATM 3
 - Ferro-Fibrous
 - Ferro-Fibrous
- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - Ammo (ATM 3) 20
 - Ammo (ATM 3 ER) 20
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - ER Micro Laser
 - ER Micro Laser
- 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
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Micro Laser
 - ER Micro Laser
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - ER Micro Laser
 - ER Micro Laser
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

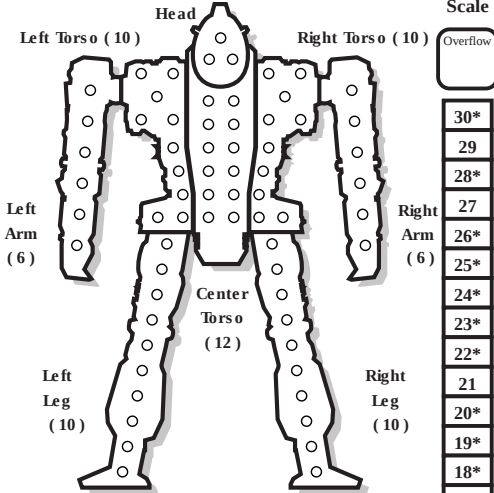
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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	○

Heat Scale

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
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