

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Dragonfly (Viper) Z

Movement Points:

Walking: 8

Running: 12

Jumping: 8

Engine Type: 320 XL

Tonnage: 40

Tech Base: Clan

Rules Level: Experimental

Role: Striker

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	Imp. Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9
1	Improved ATM 3 Standard	LA	2	[M,C,S]	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
2	Imp. Heavy Medium Laser	RA	7	10 [DE,X]	—	3	6	9
1	Laser AMS	LT	5	[PB]	—	1	—	—
1	Light TAG	RT	—	[E]	—	3	6	9
1	Nova CEWS	CT	2	[E]	—	—	—	3

Ammo: (iATM 3) 20

BV: 1,662



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser

1-3

- Improved ATM 3
- Improved ATM 3
- Ammo (iATM 3) 20
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Laser AMS
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- 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
- Nova CEWS
- Endo Steel

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser

1-3

- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Light TAG
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

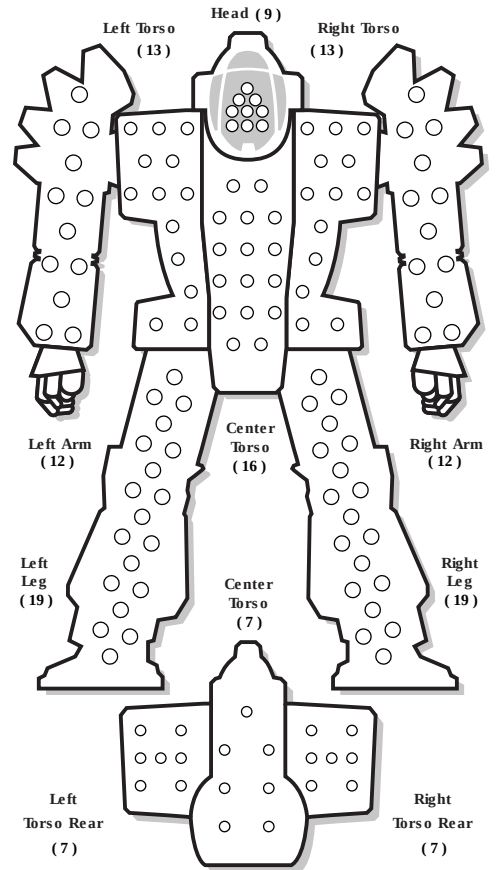
4-6

Right Leg

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

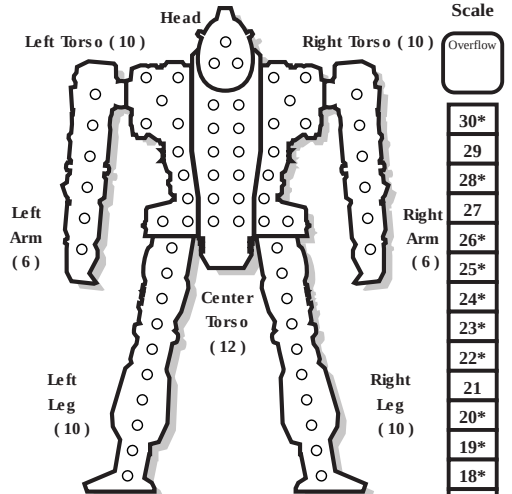
ARMOR DIAGRAM

Ferro-Fibrous



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

Overflow

30*
29
28*
27
26*
25*
24*
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19*
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