

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Gladiator (Executioner) B  
Movement Points: Tonnage: 95  
Walking: 4 Tech Base: Clan  
Running: 6 [8] Rules Level: Standard  
Jumping: 4 Role: Skirmisher  
Engine Type: 380 XL

| Weapons & Equipment Inventory (hexes) |                     |     |    |         |     |     |     |     |  |
|---------------------------------------|---------------------|-----|----|---------|-----|-----|-----|-----|--|
| Qty                                   | Type                | Loc | Ht | Dmg     | Min | Sht | Med | Lng |  |
| 1                                     | Ultra AC/20         | LA  | 7  | 20/Sht  | —   | 4   | 8   | 12  |  |
| [DB,R/C]                              |                     |     |    |         |     |     |     |     |  |
| 1                                     | ER PPC              | RA  | 15 | 15 [DE] | —   | 7   | 14  | 23  |  |
| 1                                     | Anti-Missile System | RT  | 1  | [PB]    | —   | 1   | —   | —   |  |
| 1                                     | ER Medium Laser     | RT  | 5  | 7 [DE]  | —   | 5   | 10  | 15  |  |

Ammo: (AMS) 24, (Ultra AC/20) 15

BV: 2,862



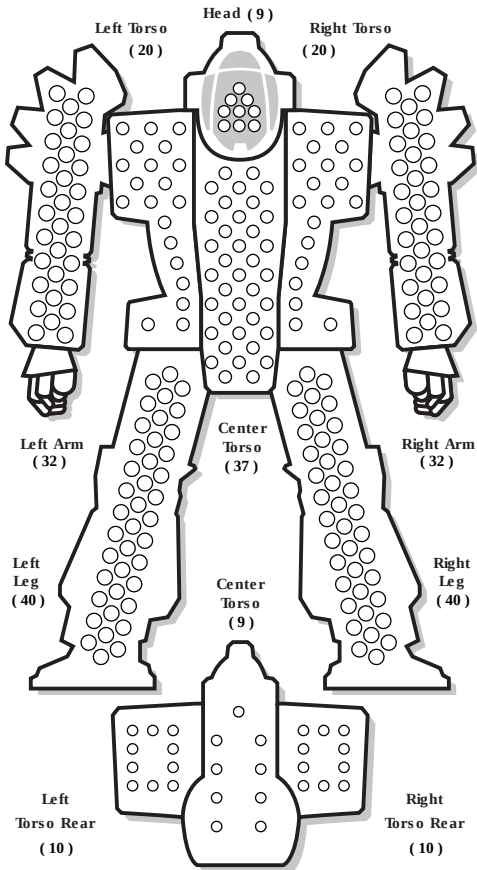
WARRIOR DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken  
Consciousness #

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

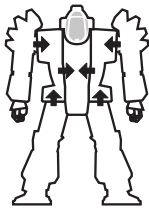
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

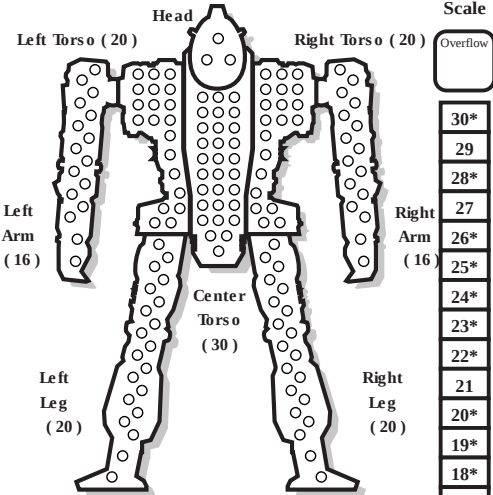
- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
- 1-3**
- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Left Torso (CASE)**
- XL Fusion Engine
  - XL Fusion Engine
  - Ammo (Ultra AC/20) 5
  - Ammo (Ultra AC/20) 5
  - Ammo (Ultra AC/20) 5
  - MASC
- 1-3**
- Right Torso (CASE)**
- XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Anti-Missile System
  - ER Medium Laser
- 1-3**
- Engine Hits** ○○○○  
**Gyro Hits** ○○○○  
**Sensor Hits** ○○○○  
**Life Support** ○
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Jump Jet
- 4-6**
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Jump Jet
- 4-6**



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 19 (38) |
|-------------|------------------------|----------------------------|
| 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     | ○○○                        |