

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Black Lanner B
Movement Points:
Walking: 7
Running: 11 [14]
Jumping: 0
Engine Type: 385 XL

Tonnage: 55
Tech Base: Clan
Rules Level: Standard
Role: Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 20) 18

BV: 1,898



WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

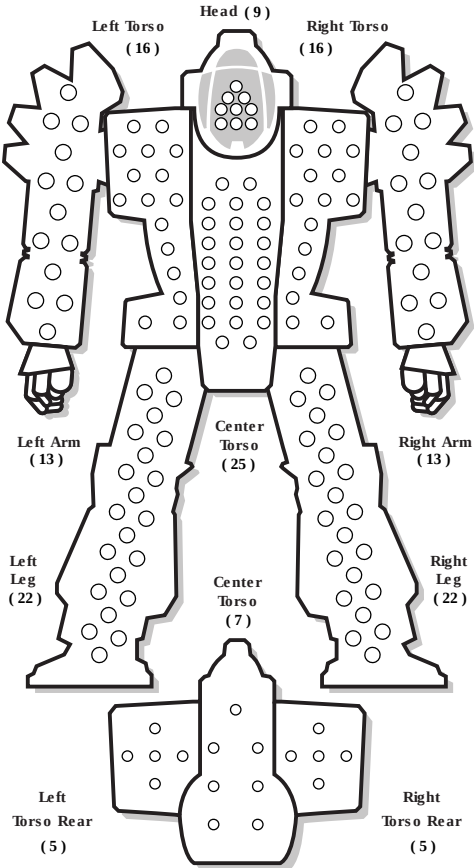
Hits Taken

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

Consciousness #

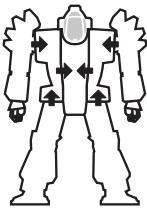
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

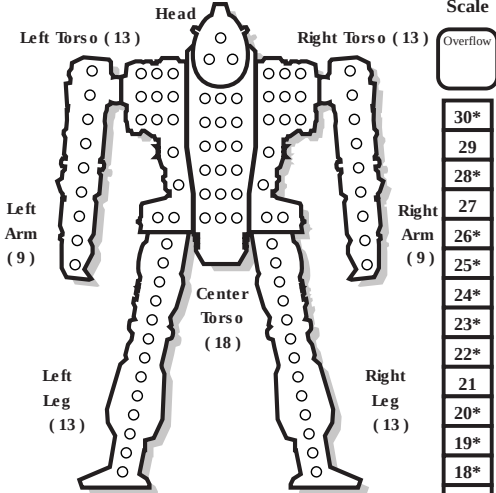
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. LRM 20		3. Cockpit		3. LRM 20
	4. LRM 20		4. Roll Again		4. LRM 20
	5. LRM 20		5. Sensors		5. LRM 20
	6. LRM 20		6. Life Support		6. LRM 20
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. Ferro-Fibrous	1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. Ferro-Fibrous		2. XL Fusion Engine		2. XL Fusion Engine
	3. Roll Again		3. Ammo (LRM 20) 6		3. Ammo (LRM 20) 6
	4. Roll Again		4. Ammo (LRM 20) 6		4. Ferro-Fibrous
	5. Roll Again		5. Endo Steel		5. Ferro-Fibrous
	6. Roll Again		6. Endo Steel		6. Ferro-Fibrous
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	Gyro Hits	4-6	1. Hip
	2. Upper Leg Actuator		Sensor Hits		2. Upper Leg Actuator
	3. Lower Leg Actuator		Life Support		3. Lower Leg Actuator
	4. Foot Actuator				4. Foot Actuator
	5. Endo Steel				5. Ferro-Fibrous
	6. Endo Steel				6. Ferro-Fibrous



Damage Transfer Diagram

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

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	○