BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Nova Cat B

Movement Points:
Walking: 4
Running: 6
Jumping: 0
Engine Type: 280 XL

Tonnage: 70
Tech Base: Clan
Rules Level: Standard
Role: Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	LRM 15	LA	5	1/Msl [M,C,S]	—	7	14	21
3	LRM 15	RA	5	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

Ammo: (LRM 15) 80

BV: 2,312

WARRIOR DATA

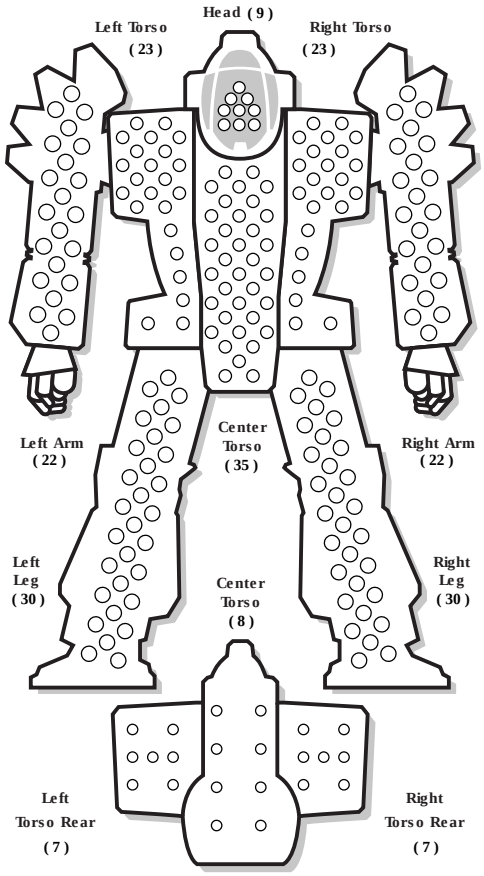
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

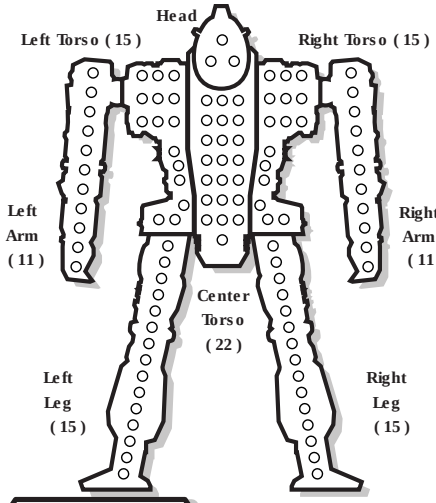
ARMOR DIAGRAM

Standard Armor



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

Double Heat Sinks: 16 (32)

Heat Level*	Effects
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

CRITICAL TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 15 (1-3)
4. LRM 15 (1-3)
5. LRM 15 (1-3)
6. LRM 15 (1-3)
1. LRM 15 (4-6)
2. LRM 15 (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

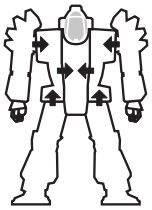
Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Double Heat Sink (1-3)
1. ER Medium Laser (4-6)
2. Ammo (LRM 15) 8 (4-6)
3. Ammo (LRM 15) 8 (4-6)
4. Ammo (LRM 15) 8 (4-6)
5. Ammo (LRM 15) 8 (4-6)
6. Ammo (LRM 15) 8 (4-6)

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine (1-3)
2. XL Fusion Engine (1-3)
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Endo Steel (4-6)
6. Endo Steel (4-6)

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. LRM 15 (1-3)
6. LRM 15 (1-3)
1. LRM 15 (4-6)
2. LRM 15 (4-6)
3. LRM 15 (4-6)
4. LRM 15 (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Double Heat Sink (1-3)
1. ER Medium Laser (4-6)
2. Ammo (LRM 15) 8 (4-6)
3. Ammo (LRM 15) 8 (4-6)
4. Ammo (LRM 15) 8 (4-6)
5. Ammo (LRM 15) 8 (4-6)
6. Ammo (LRM 15) 8 (4-6)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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