

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Turkina M

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 285 XL

Tonnage: 95

Tech Base: Clan

Rules Level: Standard

Role: Sniper

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	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24
1	LB 2-X AC	LA	1	2 [DB,C/F/S]	4	10	20	30
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	LB 5-X AC	RA	1	5 [DB,C/F/S]	3	8	15	24
1	LB 2-X AC	RA	1	2 [DB,C/F/S]	4	10	20	30
1	LRM 5	LT	2	1/Msl [M,C,S]	—	7	14	21
1	LRM 5	RT	2	1/Msl [M,C,S]	—	7	14	21
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12

Ammo: (LB-2X) 45, (LB-2X Cluster) 45, (LB-5X) 20, (LB-5X Cluster) 20, (LRM 5) 24

BV: 2,405



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

1-3

- LB 5-X AC
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- Ammo (LB-2X) 45
- Ammo (LB-5X) 20

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- LRM 5
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

1-3

- LB 5-X AC
- LB 2-X AC
- LB 2-X AC
- LB 2-X AC
- Ammo (LB-2X Cluster) 45
- Ammo (LB-5X Cluster) 20

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Jump Jet
- LRM 5
- Ammo (LRM 5) 24
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

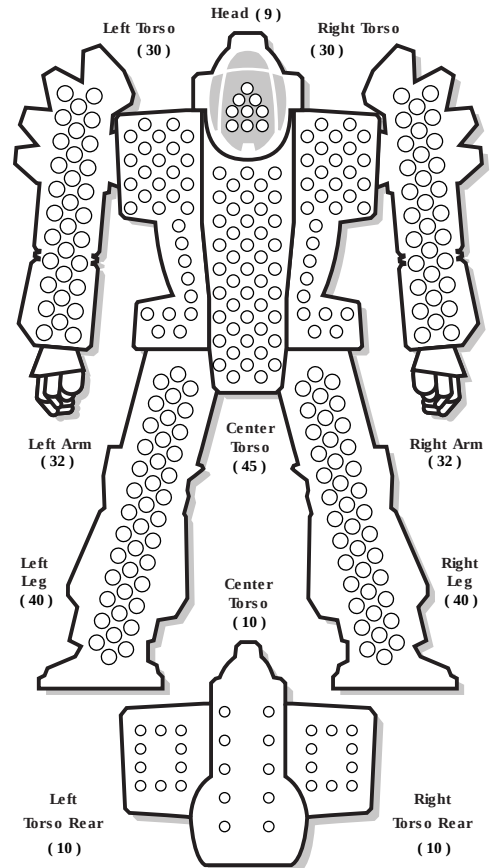
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

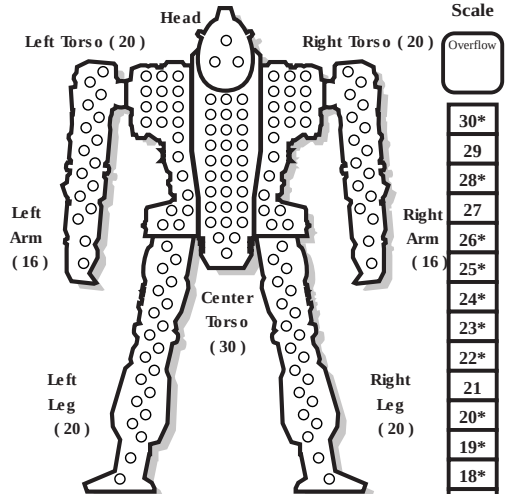
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0