BATTLETECH™

SUPERHEAVY THREE-LEGGED OMNIMECH RECORD SHEET

'MECH DATA

Type: Ares ARS-V1B Hades

Movement Points:		**Tonnage:**	135
Walking:	2	**Tech Base:**	Mixed
Running:	3	**Rules Level:**	Advanced
Jumping:	0	**Role:**	Juggernaut

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
					(hexes)			
2	A-Pod	CL	—	[PB,OS,AI]	—	—	—	—
2	A-Pod	LL	—	[PB,OS,AI]	—	—	—	—
2	A-Pod	RL	—	[PB,OS,AI]	—	—	—	—
1	MRM 20 w/Apollo	LA	6	1/Msl [M,C]	—	3	8	15
1	Ultra AC/10 (Clan)	LA	3	10/Sht [DB,R/C]	—	6	12	18
1	MRM 20 w/Apollo	RA	6	1/Msl [M,C]	—	3	8	15
1	TSEMP Cannon	RA	10	0 [DE,X]	—	5	10	15
1	ER Medium Laser (Clan)	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser (Clan)	LT	2	5 [DE]	—	2	4	6
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser (Clan)	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser (Clan)	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	SRM 2	CT	2	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser (Clan)	CT	2	5 [DE]	—	2	4	6

Ammo: (LRM 5) 24, (MRM 20) 24, (SRM 2) 50, (Ultra AC/10) 40

BV: 2,839

WARRIOR DATA

Pilot: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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

Gunner: _____

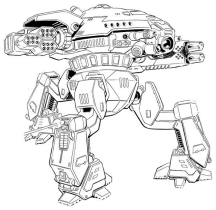
Gunnery Skill: ____ **Piloting Skill:** ____

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

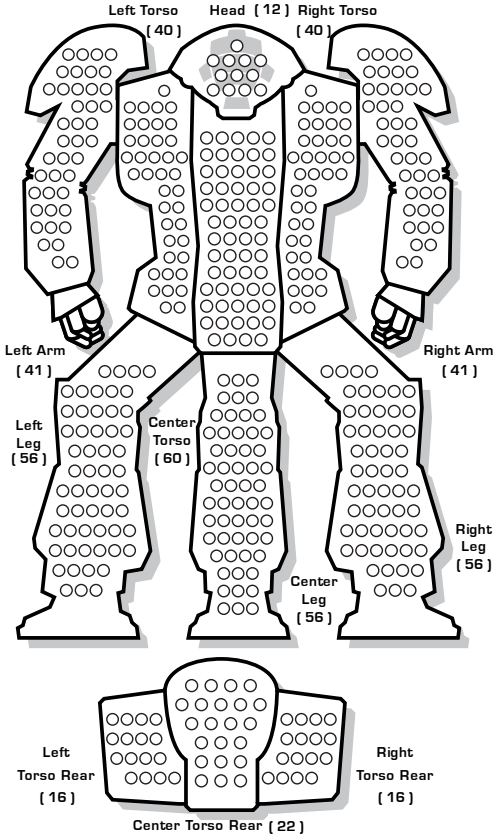
Tech Officer: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. MRM 20
4. MRM 20
5. Apollo MRM FCS
6. Ultra AC/10 [Clan]

4-6
1. Ultra AC/10 [Clan]
2. Ammo (Ultra AC/10) 20
3. Ammo (Ultra AC/10) 20
4. CASE II
5. Endo-Composite
6. Roll Again

Left Torso

1-3
1. ER Medium Laser [Clan]
2. ER Small Laser [Clan]
3. LRM 5
4. SRM 2
5. Ammo (LRM 5) 24
6. Ammo (MRM 20) 12

4-6
1. CASE II
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

Head

1. Life Support
2. Sensors
3. Superheavy Tripod Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Superheavy Gyro
5. Superheavy Gyro
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. SRM 2
5. ER Small Laser [Clan]
6. Endo-Composite

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

CATALYST game labs — Damage Transfer Diagram

Center Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. MRM 20
4. MRM 20
5. Apollo MRM FCS
6. TSEMP Cannon

4-6
1. TSEMP Cannon
2. TSEMP Cannon
3. Endo-Composite
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

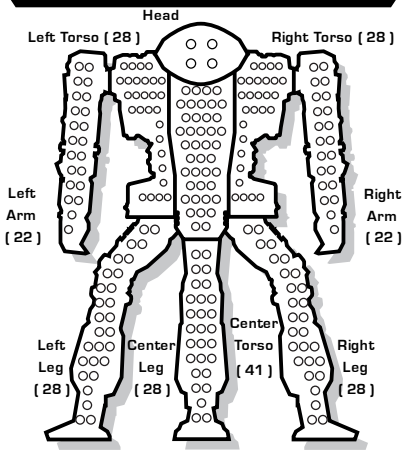
1-3
1. ER Medium Laser [Clan]
2. ER Small Laser [Clan]
3. LRM 5
4. SRM 2
5. Ammo (SRM 2) 50
6. Ammo (MRM 20) 12

4-6
1. CASE II
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

INTERNAL STRUCTURE DIAGRAM



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: 12 (24)

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	

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