

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Koshi (Mist Lynx) B
Movement Points: Tonnage: 25
Walking: 7 Tech Base: Clan
Running: 11 Rules Level: Standard
Jumping: 6 Role: Striker
Engine Type: 175 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
2	SRM 6	RA	4	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: (SRM 6) 30

BV: 1,167



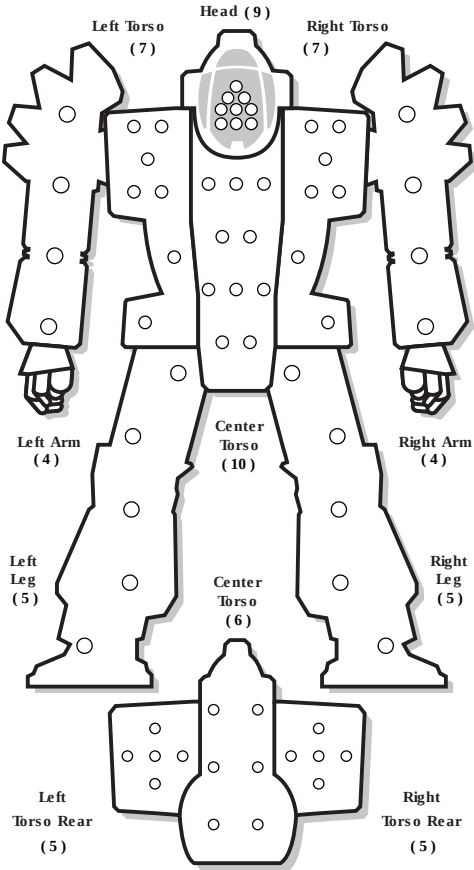
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

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

ARMOR DIAGRAM

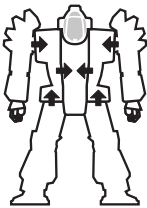
Ferro-Fibrous



CRITICAL TABLE

Left Arm		Head		Right Arm (CASE)	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Active Probe		4. Hand Actuator
	5. ER Medium Laser		5. Sensors		5. SRM 6
	6. ER Medium Laser		6. Life Support		6. SRM 6
Center Torso		Left Torso		Right Torso	
4-6	1. Endo Steel	4-6	1. XL Fusion Engine	4-6	1. ER Small Laser
	2. Ferro-Fibrous		2. XL Fusion Engine		2. Ammo (SRM 6) 15
	3. Roll Again		3. XL Fusion Engine		3. Ammo (SRM 6) 15
	4. Roll Again		4. Gyro		4. Endo Steel
	5. Roll Again		5. Gyro		5. Ferro-Fibrous
	6. Roll Again		6. Gyro		6. Roll Again
Left Torso		Right Torso		Left Leg	
1-3	1. XL Fusion Engine	1-3	1. Gyro	4-6	1. Hip
	2. XL Fusion Engine		2. XL Fusion Engine		2. Upper Leg Actuator
	3. Double Heat Sink		3. XL Fusion Engine		3. Lower Leg Actuator
	4. Double Heat Sink		4. XL Fusion Engine		4. Foot Actuator
	5. Double Heat Sink		5. Endo Steel		5. Endo Steel
	6. Double Heat Sink		6. Ferro-Fibrous		6. Roll Again
Right Torso		Left Leg		Right Leg	
4-6	1. Jump Jet	4-6	1. Hip	4-6	1. Hip
	2. Endo Steel		2. Upper Leg Actuator		2. Upper Leg Actuator
	3. Ferro-Fibrous		3. Lower Leg Actuator		3. Lower Leg Actuator
	4. Ferro-Fibrous		4. Foot Actuator		4. Foot Actuator
	5. Roll Again		5. Endo Steel		5. Endo Steel
	6. Roll Again		6. Roll Again		6. Roll Again

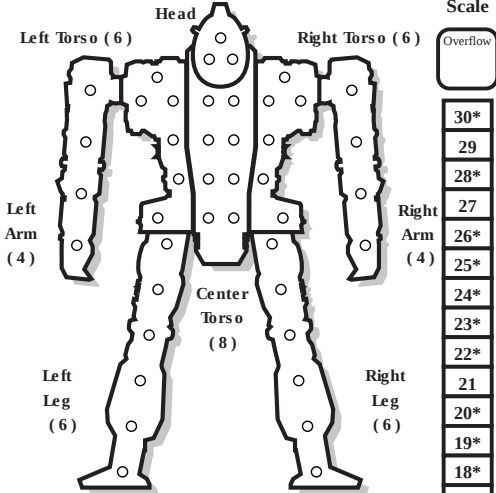
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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	○

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