

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Micro Laser	LA	1	2 [DE]	—	1	2	4
2	Micro Pulse Laser	LA	1	3 [P, AI]	—	1	2	3
1	Micro Pulse Laser	RA	1	3 [P, AI]	—	1	2	3
2	ER Micro Laser	RA	1	2 [DE]	—	1	2	4
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Active Probe	HD	—	[E]	—	—	—	5

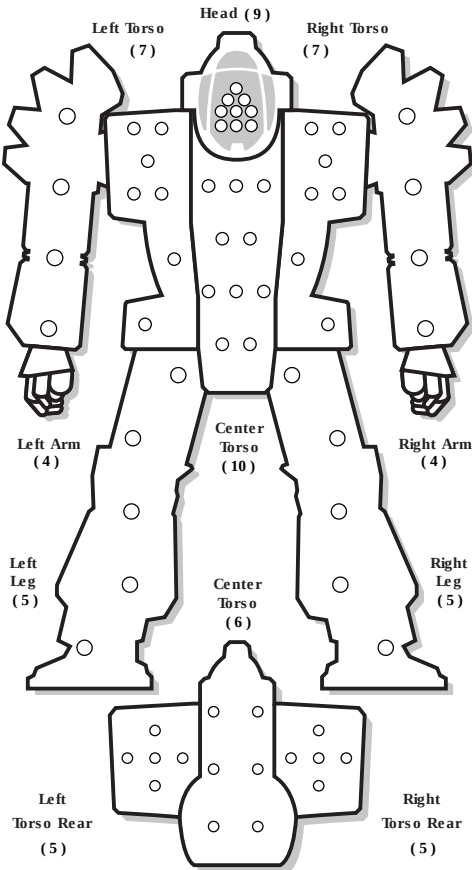
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous

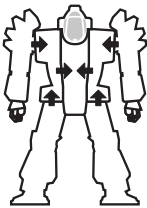


BV: 1,064



CRITICAL TABLE

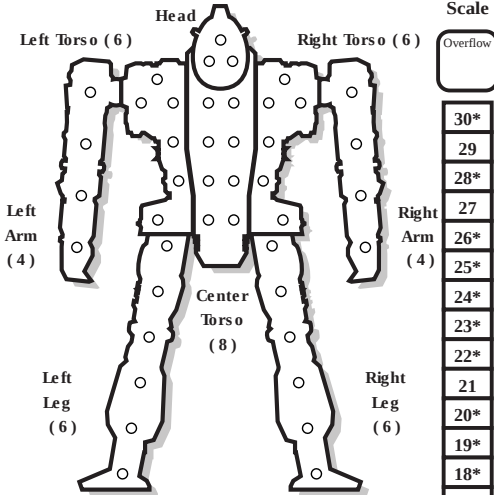
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Active Probe		4. Hand Actuator
	5. ER Micro Laser		5. Sensors		5. Micro Pulse Laser
	6. ER Micro Laser		6. Life Support		6. ER Micro Laser
Center Torso		Left Torso		Right Torso	
4-6	1. Micro Pulse Laser	4-6	1. XL Fusion Engine	4-6	1. ER Micro Laser
	2. Micro Pulse Laser		2. XL Fusion Engine		2. ER Large Laser
	3. Endo Steel		3. XL Fusion Engine		3. Endo Steel
	4. Ferro-Fibrous		4. Gyro		4. Ferro-Fibrous
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Ferro-Fibrous		6. Roll Again
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Endo Steel		5. Endo Steel		
	6. Roll Again		6. Roll Again		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	11 (22)
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