

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Loki (Hellbringer) A

Movement Points: **Tonnage:** 65
Walking: 5 **Tech Base:** Clan
Running: 8 **Rules Level:** Standard
Jumping: 0 **Role:** Striker
Engine Type: 325 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Ultra AC/5	RA	1	5/Sht	—	7	14	21
[DB,R/C]								
1	Narc	LT	—	[M]	—	4	8	12
1	Active Probe	LT	—	[E]	—	—	—	5
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
2	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15

Ammo: (LRM 20 Narc) 6, (Machine Gun) 200, (Narc) 6, (Ultra AC/5) 20

BV: 1,889



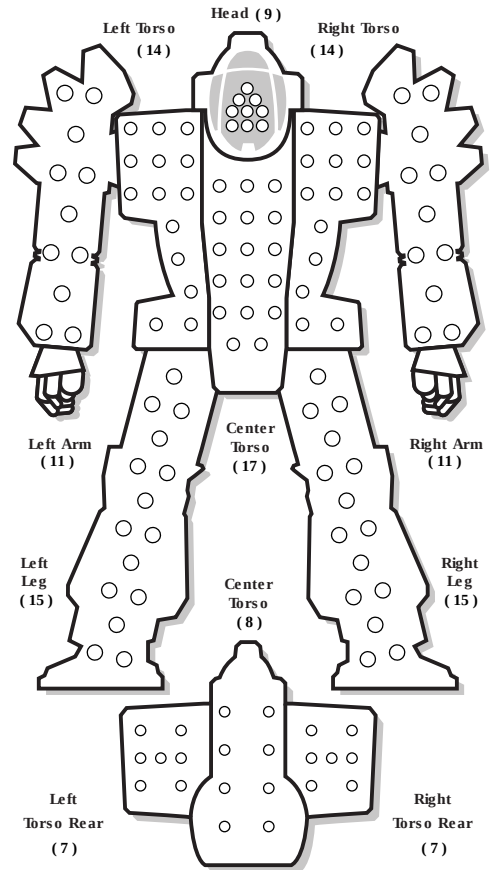
WARRIOR DATA

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

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

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Narc
- Active Probe
- Ammo (Narc) 6
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 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
- ER Medium Laser
- Sensors
- Life Support

1-3

Center Torso (CASE)

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Machine Gun) 200
- Roll Again

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ultra AC/5) 20

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20

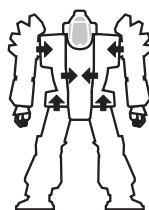
1-3

- Machine Gun
- Machine Gun
- Ammo (LRM 20 Narc) 6
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

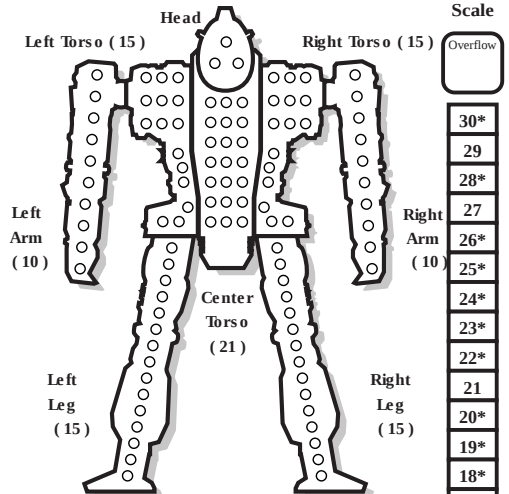
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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

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	0