

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Nobori-nin (Huntsman) B

Movement Points: **Tonnage:** 50
Walking: 5 **Tech Base:** Clan
Running: 8 **Rules Level:** Standard
Jumping: 5 **Role:** Skirmisher
Engine Type: 250 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10	—	6	12	18
[DB,C/F/S]								
1	ER PPC	RA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
2	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Ammo: (LB-10X) 10, (LB-10X Cluster) 10, (Machine Gun) 200

BV: 2,098



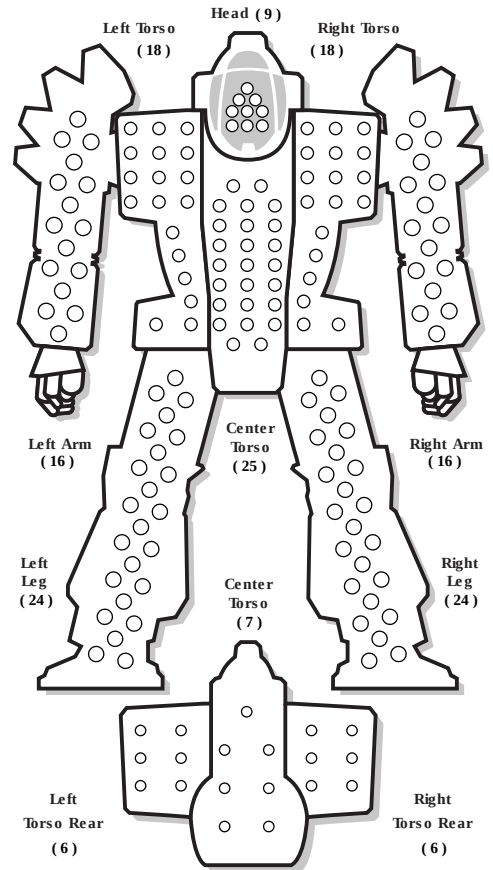
WARRIOR DATA

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

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

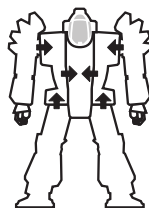
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

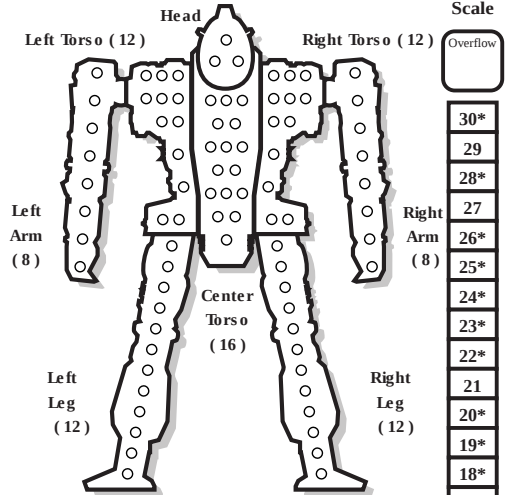
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. LB 10-X AC		3. Cockpit		3. ER PPC
	4. LB 10-X AC		4. Ferro-Fibrous		4. ER PPC
	5. LB 10-X AC		5. Sensors		5. Medium Pulse Laser
	6. LB 10-X AC		6. Life Support		6. Medium Pulse Laser
Left Torso (CASE)		Center Torso		Right Torso (CASE)	
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine	1-3	1. Endo Steel
	2. XL Fusion Engine		2. XL Fusion Engine		2. Endo Steel
	3. Jump Jet		3. XL Fusion Engine		3. Roll Again
	4. Ammo (LB-10X) 10		4. Gyro		4. Roll Again
	5. Ammo (LB-10X Cluster) 10		5. Gyro		5. Roll Again
	6. Endo Steel		6. Gyro		6. Roll Again
Left Leg		Engine Hits		Right Leg	
4-6	1. Ferro-Fibrous	4-6	Gyro Hits	4-6	1. Endo Steel
	2. Ferro-Fibrous		Sensor Hits		2. Ferro-Fibrous
	3. Ferro-Fibrous		Life Support		3. Ferro-Fibrous
	4. Roll Again				4. Roll Again
	5. Roll Again				5. Roll Again
	6. Roll Again				6. Roll Again



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
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9
8*
7
6
5*
4
3
2
1
0