

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Nobori-nin (Huntsman) C

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	LA	1	5/Sht	—	7	14	21
				[DB,R/C]				
1	Streak SRM 4	RA	3	2/Msl [M,C]	—	4	8	12
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3

Ammo: (LRM 15) 8, (LRM 20) 6, (Streak SRM 4) 25, (Ultra AC/5) 20

BV: 2,121



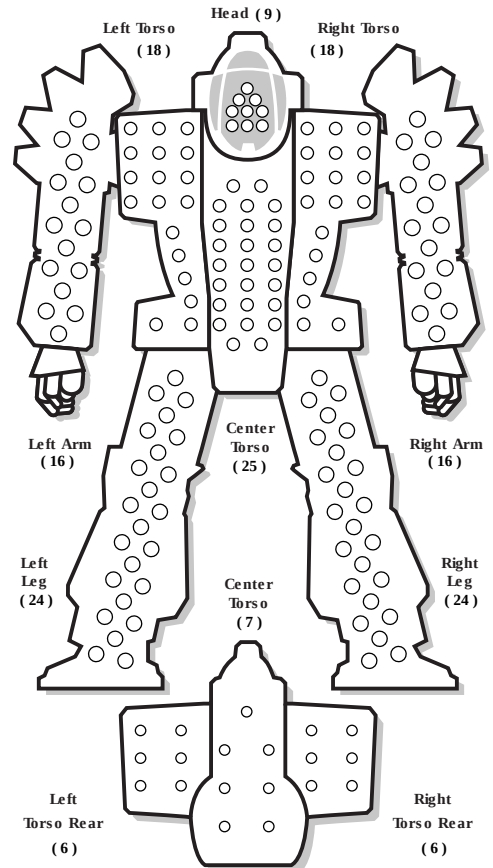
WARRIOR DATA

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

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

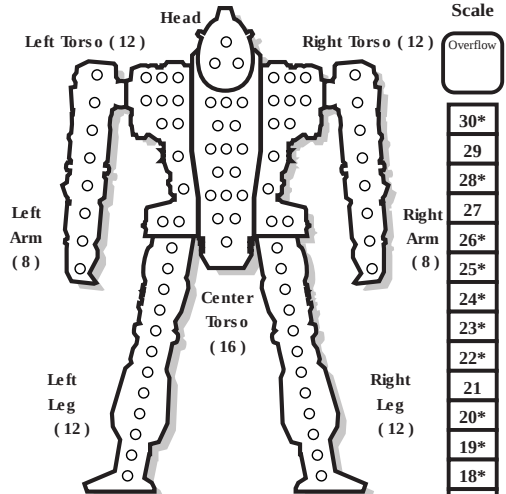
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



CRITICAL TABLE

Left Arm (CASE)

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

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- LRM 15
- LRM 15
- ER Medium Laser

- ER Small Laser
- Ammo (LRM 15) 8
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel

4-6

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Streak SRM 4
- Ammo (Streak SRM 4) 25
- Endo Steel
- Endo Steel

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
- Jump Jet
- LRM 20
- LRM 20
- LRM 20

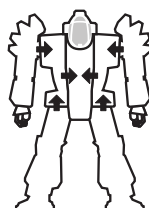
1-3

- LRM 20
- Flamer
- Ammo (LRM 20) 6
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

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



Damage Transfer Diagram

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*
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16
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