

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: **Hellion B**
Movement Points:
Walking: 7
Running: 11 [14]
Jumping: 0
Engine Type: 210 XL

Tonnage: 30
Tech Base: Clan
Rules Level: Standard
Role: Striker

Weapons & Equipment Inventory								(hexes)
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
2	Heavy Medium Laser	LT	7	10 [DE]	—	3	6	9
2	Heavy Medium Laser	RT	7	10 [DE]	—	3	6	9
1	Heavy Small Laser	HD	3	6 [DE]	—	1	2	3

BV: 1,569



WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

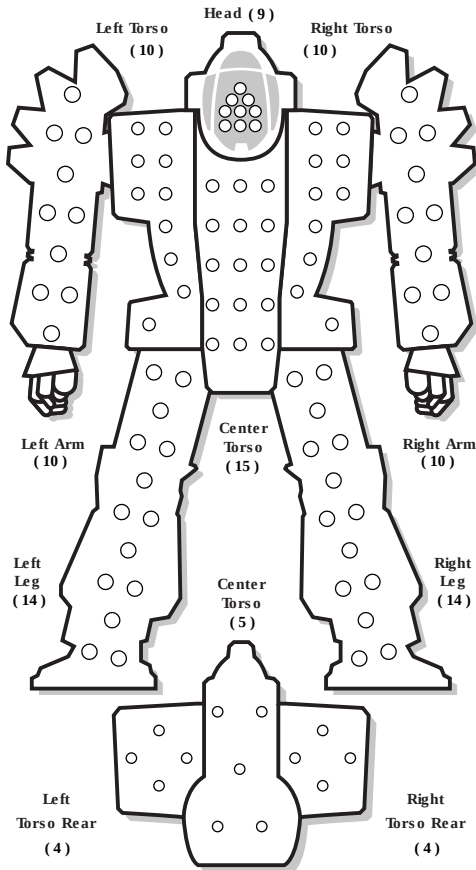
1	2	3	4	5	6
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Consciousness #

3	5	7	10	11	Dead
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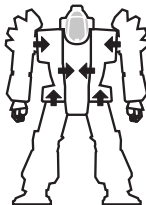
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

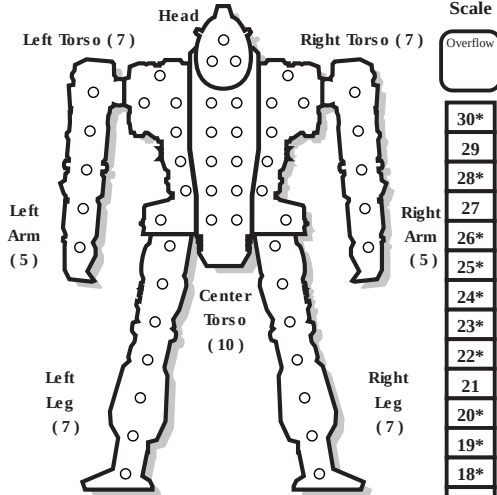
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Heavy Small Laser		4. Heavy Large Laser
	5. Ferro-Fibrous		5. Sensors		5. Heavy Large Laser
	6. Ferro-Fibrous		6. Life Support		6. Heavy Large Laser
Left Torso		Center Torso		Right Torso	
1-3	1. Ferro-Fibrous	1-3	1. XL Fusion Engine	1-3	1. Ferro-Fibrous
	2. Ferro-Fibrous		2. XL Fusion Engine		2. Ferro-Fibrous
	3. Ferro-Fibrous		3. XL Fusion Engine		3. Endo Steel
	4. Roll Again		4. Gyro		4. Endo Steel
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
4-6	1. Heavy Medium Laser	4-6	1. Gyro	4-6	1. XL Fusion Engine
	2. Heavy Medium Laser		2. XL Fusion Engine		2. XL Fusion Engine
	3. Double Heat Sink		3. XL Fusion Engine		3. MASC
	4. Double Heat Sink		4. Double Heat Sink		4. Double Heat Sink
	5. Heavy Medium Laser		5. Double Heat Sink		5. Double Heat Sink
	6. Heavy Medium Laser		6. Double Heat Sink		6. Heavy Medium Laser
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. Double Heat Sink		5. Double Heat Sink		
	6. Double Heat Sink		6. Double Heat Sink		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

Overflow

30*
29
28*
27
26*
25*
24*
23*
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21
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16
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