

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: **Hellion Prime**

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	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	Streak SRM 2	LT	2	2/Msl [M,C]	—	4	8	12
1	LRM 10	RT	4	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	4	8	12
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15

Ammo: (LRM 10) 12, (Streak SRM 2) 50

BV: 1,831



WARRIOR DATA

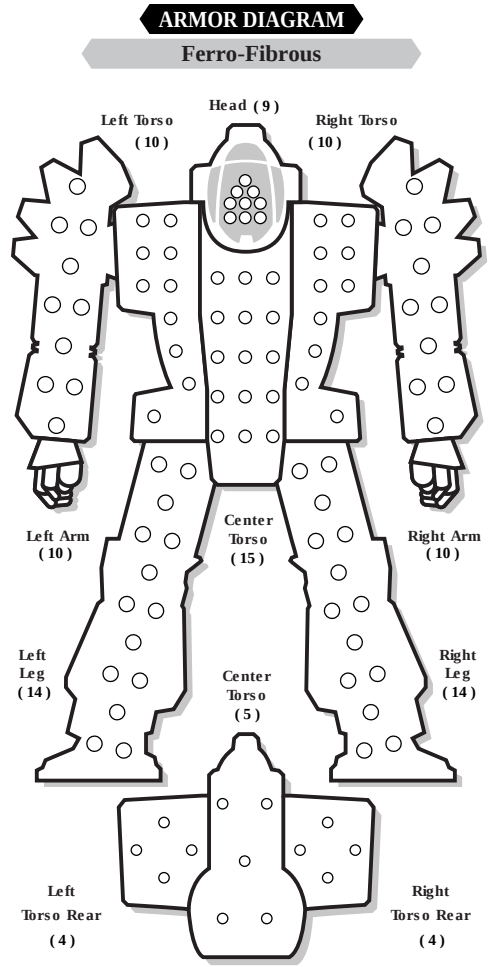
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #



CRITICAL TABLE

Left Arm

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

5. Sensors

6. Ferro-Fibrous

1-3

1. Ferro-Fibrous

2. Ferro-Fibrous

3. Ferro-Fibrous

4. Ferro-Fibrous

5. Roll Again

6. Roll Again

Head

1. Life Support

2. Sensors

3. Cockpit

4. ER Medium Laser

5. Sensors

6. Life Support

Center Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

4. Gyro

5. Gyro

6. Gyro

1-3

1. Gyro

2. XL Fusion Engine

3. XL Fusion Engine

4. XL Fusion Engine

5. Roll Again

6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine

2. XL Fusion Engine

3. Streak SRM 2

4. Streak SRM 2

5. Ammo (Streak SRM 2) 50

6. Endo Steel

1-3

1. Endo Steel

2. Endo Steel

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

Right Arm

1. Shoulder

2. Upper Arm Actuator

3. ER Medium Laser

4. ER Medium Laser

5. Ferro-Fibrous

6. Ferro-Fibrous

1-3

1. Endo Steel

2. Endo Steel

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

Right Torso (CASE)

1. XL Fusion Engine

2. XL Fusion Engine

3. MASC

4. LRM 10

5. Streak SRM 2

6. Ammo (LRM 10) 12

1-3

1. Endo Steel

2. Endo Steel

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

Engine Hits

Gyro Hits

Sensor Hits

Life Support

Left Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Double Heat Sink

6. Double Heat Sink

Right Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

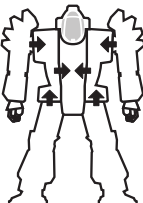
4. Foot Actuator

5. Double Heat Sink

6. Double Heat Sink

CATALYST

game labs



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel

HEAT DATA

Heat Level* Effects

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

Double Heat Sinks: 10 (20)

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