

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Nobori-nin (Huntsman) F

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Imp. Heavy Large Laser	LA	18	16 [DE,X]	—	5	10	15
2	ER Medium Laser (C)	LA	5	7 [DE]	—	5	10	15
1	LRM 15 (C)	RA	5	1/Msl [M,C,S]	—	7	14	21
1	Targeting Computer (C)	LT	—	[E]	—	—	—	—
1	Radical Heat Sink System	RT	—	[E]	—	—	—	—

Ammo: (LRM 15 Artemis V) 16

BV: 2,276



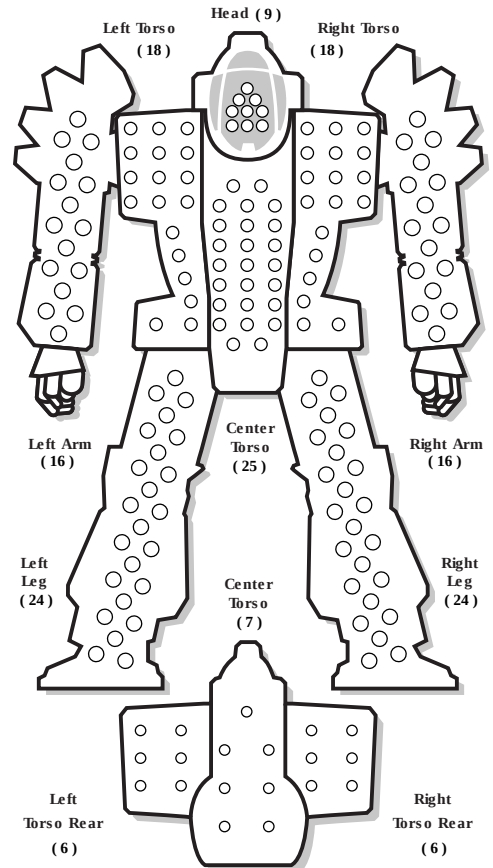
WARRIOR DATA

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

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

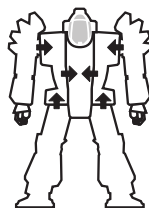
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

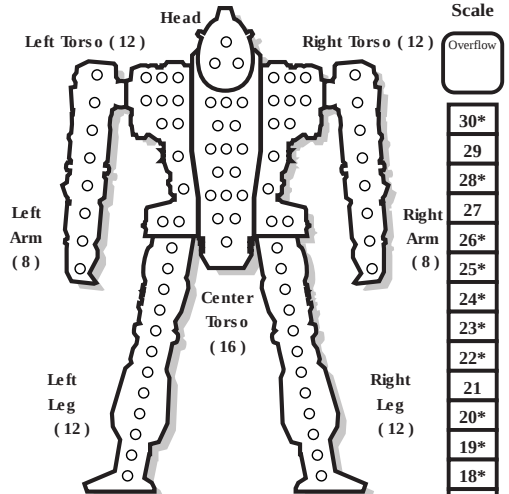
Left Arm (CASE)		Head		Right Arm	
1-3	1. Shoulder	1	Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator	2	Sensors		2. Upper Arm Actuator
	3. Double Heat Sink	3	Cockpit		3. Double Heat Sink
	4. Double Heat Sink	4	Ferro-Fibrous		4. Double Heat Sink
	5. Imp. Heavy Large Laser	5	Sensors		5. Double Heat Sink
	6. Imp. Heavy Large Laser	6	Life Support		6. Double Heat Sink
Left Torso		Center Torso		Right Torso (CASE II)	
1-3	1. Imp. Heavy Large Laser	1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. ER Medium Laser		2. XL Fusion Engine		2. XL Fusion Engine
	3. ER Medium Laser		3. XL Fusion Engine		3. Jump Jet
	4. Endo Steel		4. Gyro		4. Ammo (LRM 15 Artemis V) 8
	5. Endo Steel		5. Gyro		5. Ammo (LRM 15 Artemis V) 8
	6. Ferro-Fibrous		6. Gyro		6. Radical Heat Sink System [IS]
1-3	1. Targeting Computer	1-3	1. Gyro	1-3	1. Radical Heat Sink System [IS]
	2. Endo Steel		2. XL Fusion Engine		2. Radical Heat Sink System [IS]
	3. Ferro-Fibrous		3. XL Fusion Engine		3. CASE II
	4. Ferro-Fibrous		4. XL Fusion Engine		4. Endo Steel
	5. Ferro-Fibrous		5. Jump Jet		5. Ferro-Fibrous
	6. Roll Again		6. Endo Steel		6. Ferro-Fibrous
Left Leg		Engine Hits		Right Leg	
1-3	1. Hip		Gyro Hits	1-3	1. Hip
	2. Upper Leg Actuator		Sensor Hits		2. Upper Leg Actuator
	3. Lower Leg Actuator		Life Support		3. Lower Leg Actuator
	4. Foot Actuator				4. Foot Actuator
	5. Jump Jet				5. Jump Jet
	6. Roll Again				6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○