

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Loki (Hellbringer) J
Movement Points: Tonnage: 65
Walking: 5 Tech Base: Clan
Running: 8 Rules Level: Standard
Jumping: 5 Role: Scout
Engine Type: 325 XL

Weapons & Equipment Inventory (hexes)								
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Ultra AC/5	RA	1	5/Sht	—	7	14	21
[DB,R/C]								
2	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Active Probe	LT	—	[E]	—	—	—	5
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Anti-Missile System	HD	1	[PB]	—	1	—	—

Ammo: (AMS) 24, (Streak SRM 4) 25, (Ultra AC/5) 20

BV: 2,376



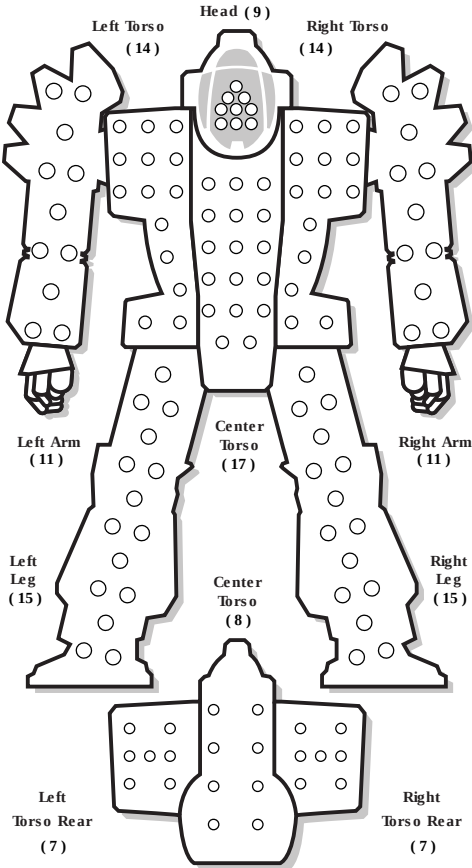
WARRIOR DATA

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

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

ARMOR DIAGRAM

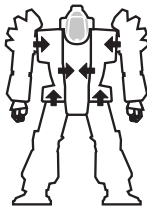
Standard Armor



CRITICAL TABLE

Left Arm		Head		Right Arm (CASE)	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. ER PPC		3. Cockpit		3. Ultra AC/5
	4. ER PPC		4. Anti-Missile System		4. Ultra AC/5
	5. Roll Again		5. Sensors		5. Ultra AC/5
	6. Roll Again		6. Life Support		6. Ammo (Ultra AC/5) 20
Left Torso		Center Torso (CASE)		Right Torso (CASE)	
1-3	1. Roll Again	1-3	1. XL Fusion Engine	1-3	1. Roll Again
	2. Roll Again		2. XL Fusion Engine		2. Roll Again
	3. Roll Again		3. XL Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
4-6	1. XL Fusion Engine	4-6	1. Gyro	4-6	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. ER Medium Laser		3. XL Fusion Engine		3. Streak SRM 4
	4. ER Medium Laser		4. Gyro		4. ER Medium Laser
	5. Active Probe		5. Jump Jet		5. ER Medium Laser
	6. Roll Again		6. Ammo (AMS) 24		6. Ammo (Streak SRM 4) 25
Left Leg		Engine Hits		Right Leg	
1-3	1. Hip	4-6	Gyro Hits	4-6	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. Jump Jet				6. Jump Jet

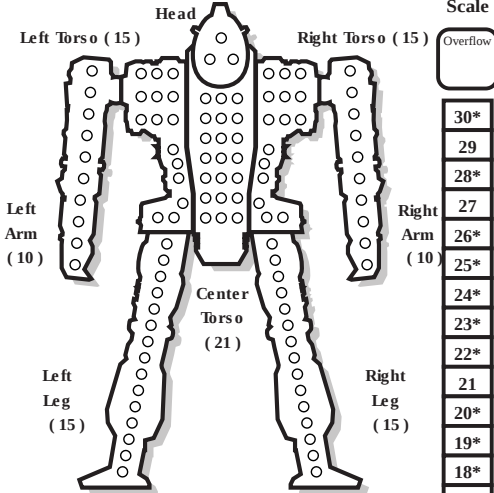
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

30*	Overflow
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	