

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Nobori-nin (Huntsman) I

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Plasma Cannon	LA	7	[DE,H,AI]	—	6	12	18
1	HAG/20	RA	4	20 [C,F,X]	2	8	16	24
1	ER Small Pulse Laser	LT	3	5 [P,AI]	—	2	4	6

Ammo: (HAG/20) 18, (Plasma Cannon) 20

BV: 2,269



WARRIOR DATA

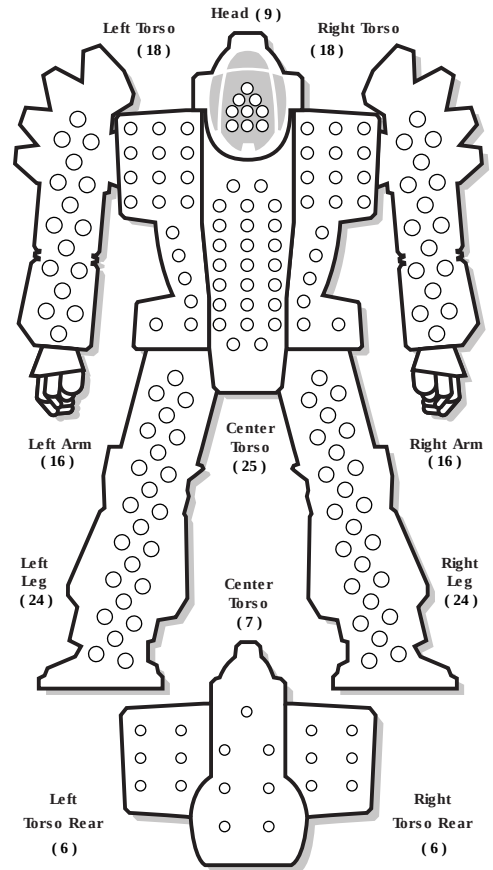
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

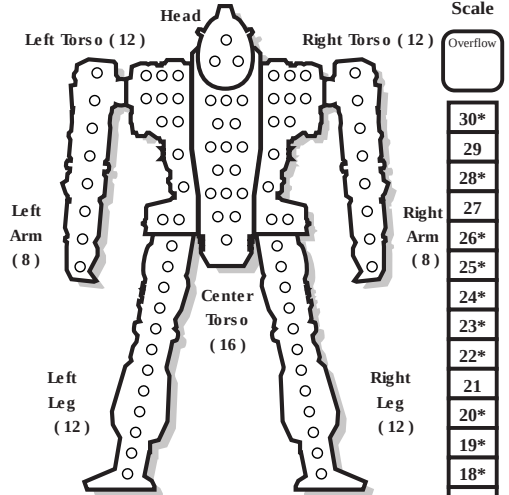
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- Plasma Cannon
- Ammo (Plasma Cannon) 10

Head

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG/20
- HAG/20
- HAG/20
- HAG/20

Center Torso

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

Right Torso

- HAG/20
- HAG/20
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Small Pulse Laser
- Endo Steel
- Ferro-Fibrous

1-3

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

4-6

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ammo (HAG/20) 6
- Ammo (HAG/20) 6
- Ammo (HAG/20) 6

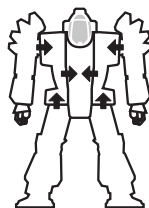
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Left Leg

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

Right Leg

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



Damage Transfer Diagram

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