BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Rime Otter A

Movement Points:
Walking: 5
Running: 8 [10]
Jumping: 5
Engine Type: 275 XL

Tonnage: 55
Tech Base: Clan
Rules Level: Advanced
Role: Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	LRM 15	RA	5	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 15 Artemis V) 16, (Streak SRM 6) 15

BV: 2,196

WARRIOR DATA

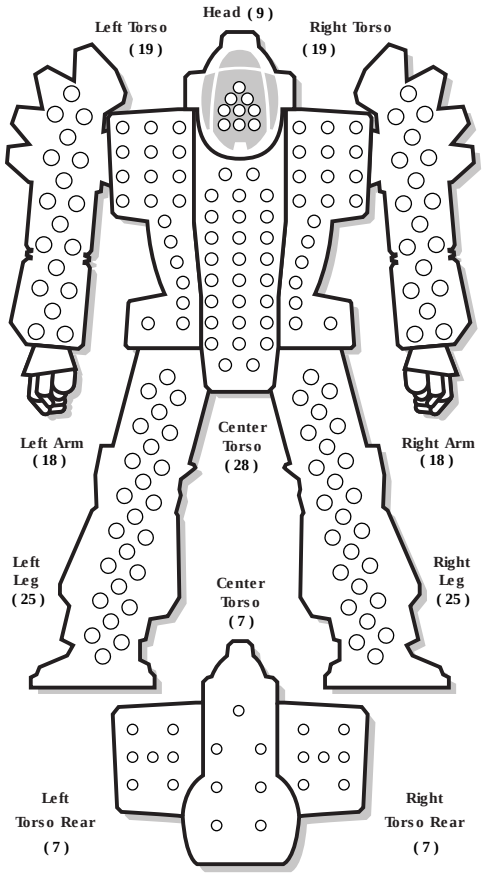
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

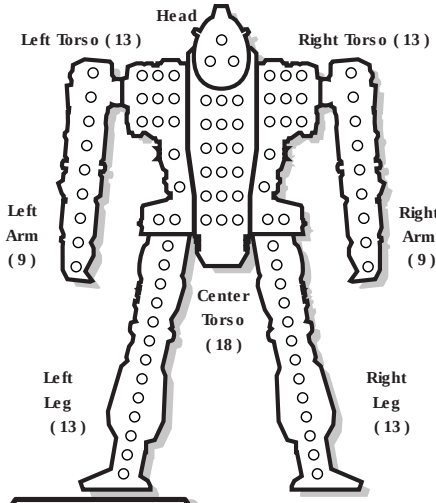
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Reinforced



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

CRITICAL TABLE

Left Arm (CASE)
- 1-3: 1. Shoulder; 2. Upper Arm Actuator; 3. Lower Arm Actuator; 4. Hand Actuator; 5. Streak SRM 6; 6. Streak SRM 6
- 4-6: 1. ER Large Laser; 2. Ammo (Streak SRM 6) 15; 3. Roll Again; 4. Roll Again; 5. Roll Again; 6. Roll Again

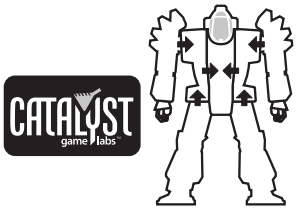
Left Torso
- 1-3: 1. XL Fusion Engine; 2. XL Fusion Engine; 3. Jump Jet; 4. Jump Jet; 5. MASC; 6. MASC
- 4-6: 1. Roll Again; 2. Roll Again; 3. Roll Again; 4. Roll Again; 5. Roll Again; 6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
- 1-3: 1. XL Fusion Engine; 2. XL Fusion Engine; 3. XL Fusion Engine; 4. Gyro; 5. Gyro; 6. Gyro
- 4-6: 1. Gyro; 2. XL Fusion Engine; 3. XL Fusion Engine; 4. XL Fusion Engine; 5. Jump Jet; 6. Roll Again

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



Damage Transfer Diagram

Right Arm (CASE)
- 1-3: 1. Shoulder; 2. Upper Arm Actuator; 3. Lower Arm Actuator; 4. Hand Actuator; 5. LRM 15; 6. LRM 15
- 4-6: 1. Artemis V FCS; 2. Artemis V FCS; 3. Ammo (LRM 15 Artemis V) 8; 4. Ammo (LRM 15 Artemis V) 8; 5. Roll Again; 6. Roll Again

Right Torso
- 1-3: 1. XL Fusion Engine; 2. XL Fusion Engine; 3. Double Heat Sink; 4. Double Heat Sink; 5. Jump Jet; 6. Jump Jet
- 4-6: 1. Ferro-Fibrous; 2. Ferro-Fibrous; 3. Roll Again; 4. Roll Again; 5. Roll Again; 6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

HEAT DATA

Double Heat Sinks: 11 (22)

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

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