

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: **Hellion F**
Movement Points: **7**
Walking: **7**
Running: **11 [14]**
Jumping: **0**
Engine Type: **210 XL**

Tonnage: **30**
Tech Base: **Clan**
Rules Level: **Standard**
Role: **Striker**

WARRIOR DATA

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

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

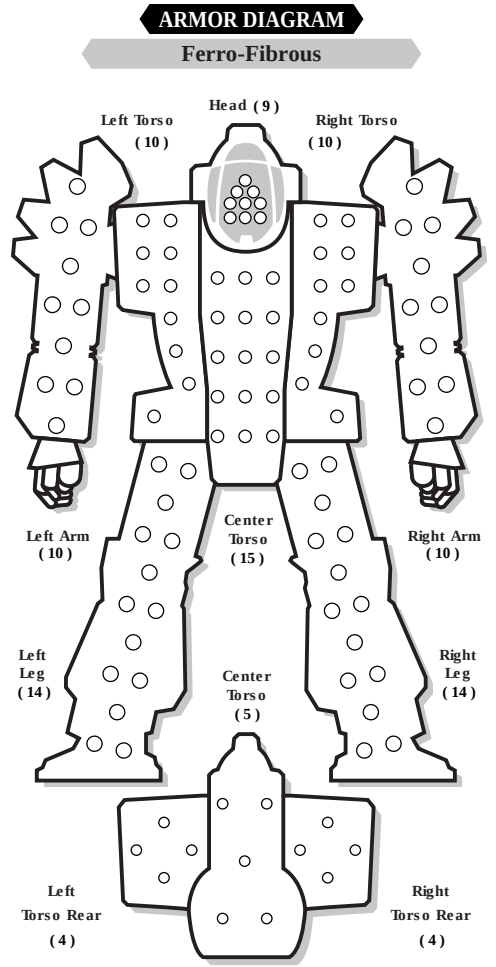
Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Flamer	LA	4	2 [DE,H,AI]	—	3	5	7
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	AP Gauss Rifle	RA	1	3 [DB,AI,X]	—	3	6	9
1	SRM 6	CT	4	2/Msl [M,C,S]	—	3	6	9
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: (AP Gauss) 40, (SRM 6) 15

BV: 1,570



CRITICAL TABLE

Left Arm

1-3

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Flamer

Center Torso

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Torso (CASE)

1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (SRM 6) 15
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Arm (CASE)

1-3

1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. AP Gauss Rifle
5. AP Gauss Rifle
6. Endo Steel

Center Torso

1-3

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (AP Gauss) 40
4. MASC
5. Endo Steel
6. Endo Steel

Left Leg

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Head

1-3

1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

Engine Hits

Gyro Hits

Sensor Hits

Life Support

Left Arm

4-6

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Right Arm

4-6

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Center Torso

4-6

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. SRM 6
6. Roll Again

Left Torso

4-6

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. SRM 6
6. Roll Again

Right Torso

4-6

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. SRM 6
6. Roll Again

Left Leg

4-6

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

4-6

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Engine Hits

Gyro Hits

Sensor Hits

Life Support

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel

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

HEAT DATA

Heat Level*

Effects

Double Heat Sinks: 10 (20)

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