

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Koshi (Mist Lynx) M
Movement Points: Tonnage: 25
Walking: 7 Tech Base: Clan
Running: 11 Rules Level: Standard
Jumping: 6 Role: Striker
Engine Type: 175 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Micro Laser	LA	1	2 [DE]	—	1	2	4
1	Plasma Cannon	RA	7	[DE,H,AI]	—	6	12	18
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: (Plasma Cannon) 20, (SRM 2) 50

BV: 940



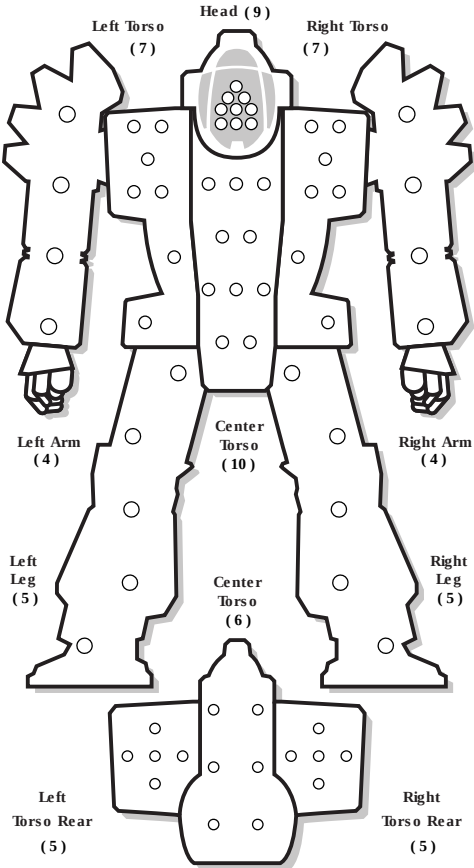
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous

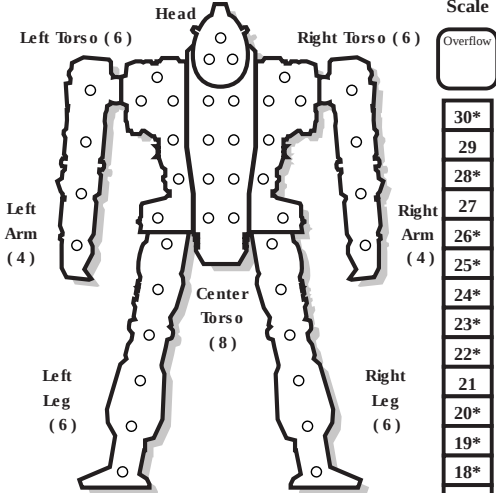


CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Active Probe		4. Hand Actuator
	5. ER Micro Laser		5. Sensors		5. Plasma Cannon
	6. ER Micro Laser		6. Life Support		6. Ammo (Plasma Cannon) 10
Center Torso		Right Torso (CASE)			
4-6	1. ER Micro Laser	4-6	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. ER Micro Laser		2. XL Fusion Engine		2. XL Fusion Engine
	3. Endo Steel		3. XL Fusion Engine		3. Double Heat Sink
	4. Ferro-Fibrous		4. Gyro		4. Double Heat Sink
	5. Roll Again		5. Gyro		5. Jump Jet
	6. Roll Again		6. Gyro		6. Jump Jet
Left Torso		Engine Hits		Right Torso	
1-3	1. XL Fusion Engine	4-6	3 ○○○	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		Gyro Hits ○○○		2. XL Fusion Engine
	3. Double Heat Sink		Sensor Hits ○○○		3. Double Heat Sink
	4. Double Heat Sink		Life Support ○		4. Double Heat Sink
	5. Double Heat Sink				5. Jump Jet
	6. Double Heat Sink				6. Jump Jet
Left Leg		Damage Transfer Diagram		Right Leg	
4-6	1. Jump Jet			4-6	1. Hip
	2. Jump Jet				2. Upper Leg Actuator
	3. Jump Jet				3. Lower Leg Actuator
	4. Endo Steel				4. Foot Actuator
	5. Ferro-Fibrous				5. Endo Steel
	6. Ferro-Fibrous				6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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	○

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