

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Koshi (Mist Lynx) T
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
1	LRM 10	LA	4	1/Msl [M,C,S]	—	7	14	21
1	SRM 4	RA	3	2/Msl [M,C,S]	—	3	6	9
2	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	ECM Suite	RT	—	[E]	—	—	—	6
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: (LRM 10) 12, (SRM 4) 25

BV: 929

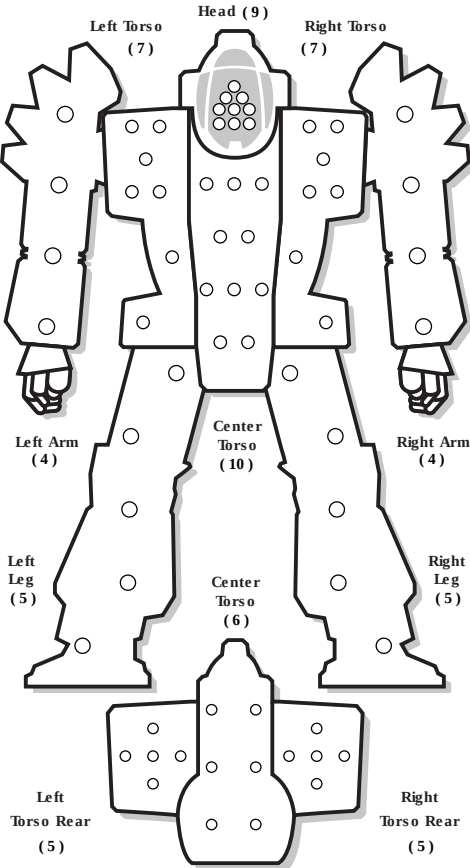
WARRIOR DATA

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

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

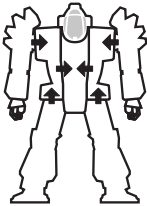
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

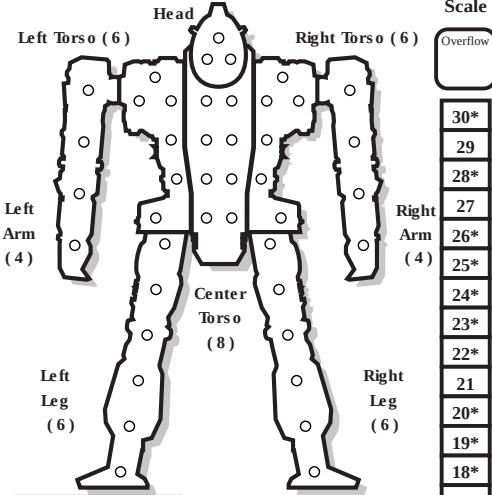
Left Arm (CASE)		Head		Right Arm (CASE)	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Active Probe		4. Hand Actuator
	5. LRM 10		5. Sensors		5. SRM 4
	6. Ammo (LRM 10) 12		6. Life Support		6. ER Small Laser
Left Torso		Center Torso		Right Torso	
1-3	1. Endo Steel	1-3	1. XL Fusion Engine	1-3	1. ER Small Laser
	2. Ferro-Fibrous		2. XL Fusion Engine		2. Ammo (SRM 4) 25
	3. Roll Again		3. XL Fusion Engine		3. Endo Steel
	4. Roll Again		4. Gyro		4. Ferro-Fibrous
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Endo Steel		5. Endo Steel		
	6. Roll Again		6. Roll Again		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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