

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Loki (Hellbringer) Prime

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 325 XL

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Striker

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	A-Pod	LL	—	[PB,OS,AI]	—	—	—	—
2	A-Pod	RL	—	[PB,OS,AI]	—	—	—	—
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	ER PPC	RA	15	15 [DE]	—	7	14	23
3	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Active Probe	LT	—	[E]	—	—	—	5
1	ECM Suite	LT	—	[E]	—	—	—	6
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
2	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Anti-Missile System	HD	1	[PB]	—	1	—	—

Ammo: (AMS) 24, (Machine Gun) 100, (Streak SRM 6) 15

BV: 2,615



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Active Probe

1-3

- ECM Suite
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod

Head

- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

1-3

Center Torso (CASE)

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (AMS) 24
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 6
- Streak SRM 6
- Machine Gun
- Machine Gun

1-3

- Ammo (Streak SRM 6) 15
- Ammo (Machine Gun) 100
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

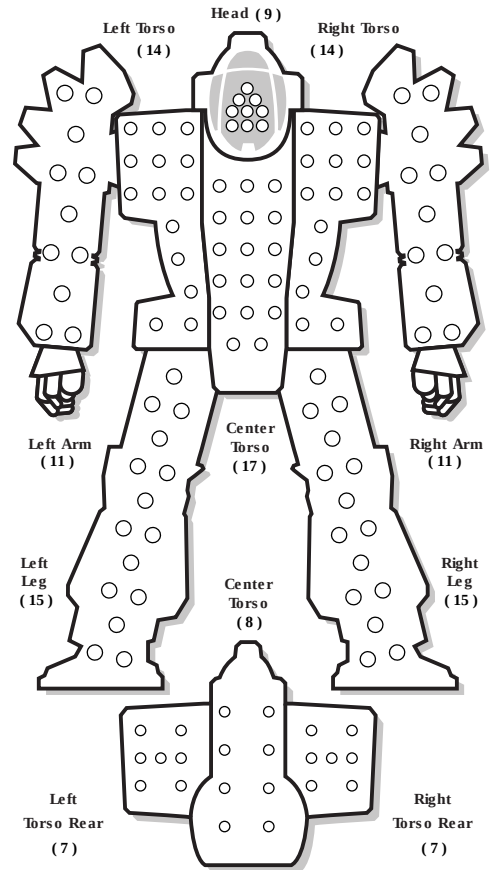
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod



Damage Transfer Diagram

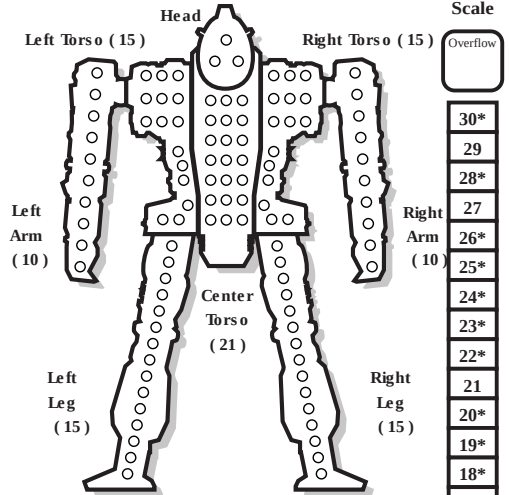
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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*
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13*
12
11
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4
3
2
1
0