BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Nobori-nin (Huntsman) G

Movement Points:
Walking: 5
Running: 8 [10]
Jumping: 5
Engine Type: 250 XL

Tonnage: 50
Tech Base: Mixed
Rules Level: Standard
Role: Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser (C)	RL	2	3 [P,AI]	—	2	4	6
3	ER Medium Pulse Laser	LA	6	7 [P]	—	5	9	14
1	Retractable Blade	RA	—	5	—	—	—	—
1	Streak SRM 6 (C)	LT	4	2/Msl [M,C]	—	4	8	12
1	Targeting Computer (C)	LT	—	[E]	—	—	—	—
1	Streak SRM 6 (C)	RT	4	2/Msl [M,C]	—	4	8	12
1	Active Probe	RT	—	[E]	—	—	—	5

Ammo: (Streak SRM 6) 30

BV: 2,377

WARRIOR DATA

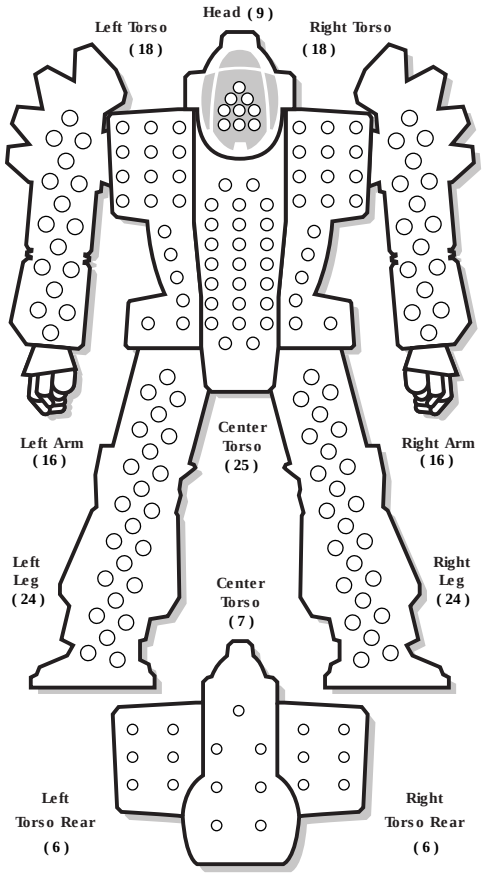
Name: _____

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

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

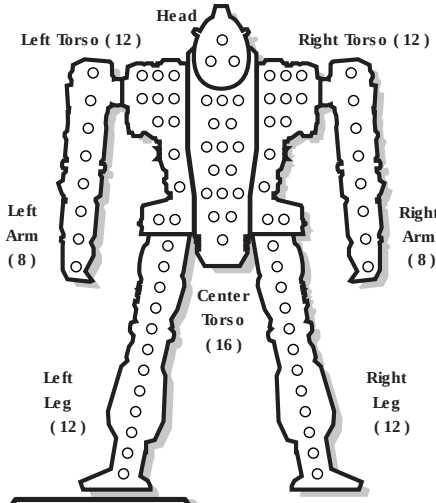
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

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

CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Pulse Laser
5. ER Medium Pulse Laser
6. ER Medium Pulse Laser

4-6
1. ER Medium Pulse Laser
2. ER Medium Pulse Laser
3. ER Medium Pulse Laser
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Streak SRM 6
5. Streak SRM 6
6. Supercharger

4-6
1. Targeting Computer
2. Targeting Computer
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head

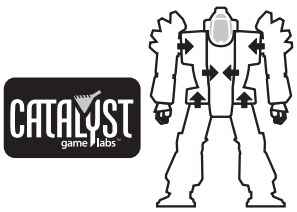
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

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. Endo Steel

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Retractable Blade [IS]
2. Retractable Blade [IS]
3. Retractable Blade [IS]
4. Retractable Blade [IS]
5. Endo Steel
6. Endo Steel

Right Torso (CASE II)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak SRM 6) 15

4-6
1. Ammo (Streak SRM 6) 15
2. Active Probe
3. CASE II
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Small Pulse Laser

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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