

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Rime Otter D

Movement Points:

Walking: 5

Running: 8 [10]

Jumping: 8

Engine Type: 275 XL

Tonnage: 55

Tech Base: Clan

Rules Level: Standard

Role: Scout

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
3	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	SRM 6	RA	4	2/Msl [M,C,S]	—	3	6	9
1	Narc	RA	—	[M]	—	4	8	12
1	Light TAG	RA	—	[E]	—	3	6	9
1	Light Active Probe	CT	—	[E]	—	—	—	3

Ammo: (Narc) 12, (SRM 6) 15

BV: 1,935



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- MASC
- MASC

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

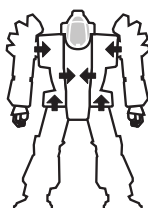
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Light Active Probe
- Roll Again

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- Narc

1-3

- Ammo (Narc) 6
- Ammo (Narc) 6
- Ammo (SRM 6) 15
- Light TAG
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous

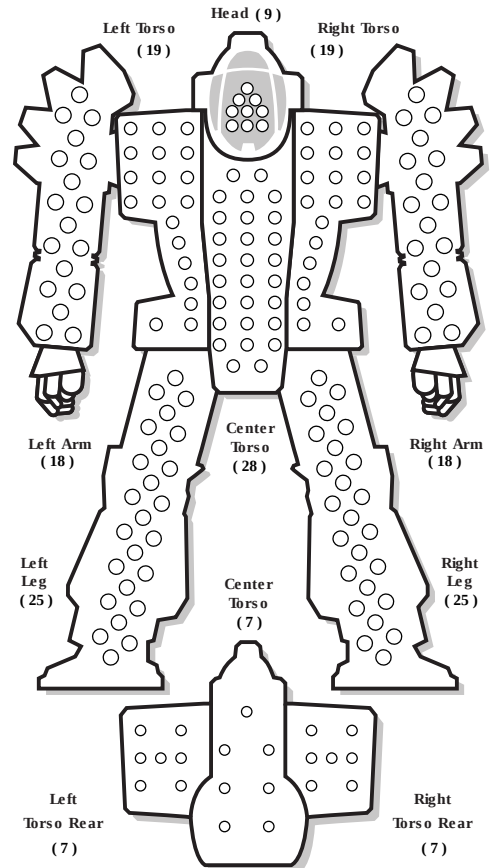
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

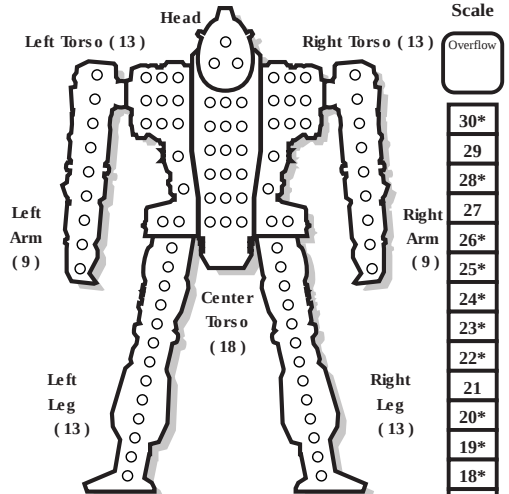
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Reinforced



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	○