

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Battle Cobra A
Movement Points:
Walking: 6
Running: 9
Jumping: 0
Engine Type: 240 Fusion
Tonnage: 40
Tech Base: Clan
Rules Level: Standard
Role: Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
3	Small Pulse Laser	LA	2	3 [P, AI]	—	2	4	6
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
3	Small Pulse Laser	RA	2	3 [P, AI]	—	2	4	6

BV: 1,466



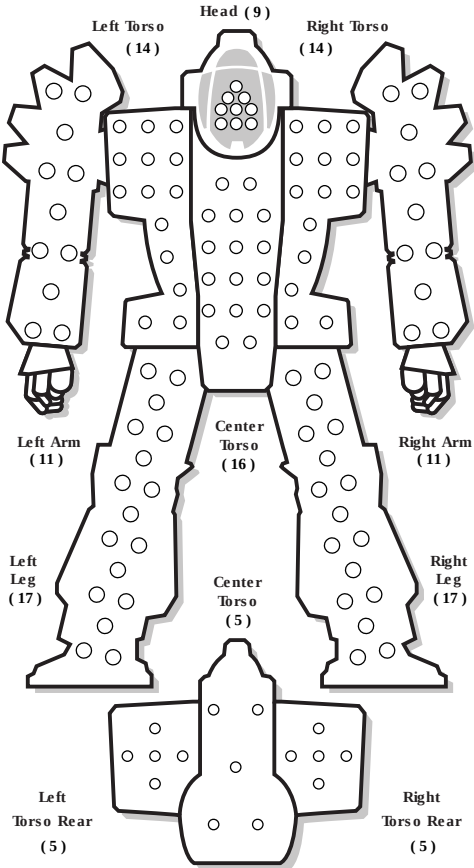
WARRIOR DATA

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
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium Pulse Laser
 - Medium Pulse Laser
 - Small Pulse Laser

- Center Torso
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Left Torso
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

- Right Torso
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

- Left Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

- Head
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support

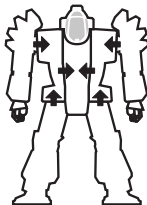
- Right Arm
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium Pulse Laser
 - Medium Pulse Laser
 - Small Pulse Laser

- Center Torso
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Right Torso
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

- Right Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Double Heat Sink
 - Double Heat Sink

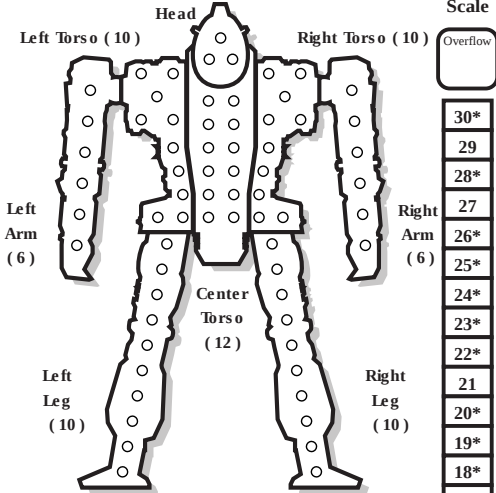
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

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

Double Heat Sinks:
10 (20)

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