

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Battle Cobra Prime

Movement Points: **Tonnage:** 40
Walking: 6 **Tech Base:** Clan
Running: 9 **Rules Level:** Standard
Jumping: 0 **Role:** Sniper
Engine Type: 240 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Small Pulse Laser	LA	2	3 [P, AI]	—	2	4	6
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Small Pulse Laser	RA	2	3 [P, AI]	—	2	4	6

(hexes)

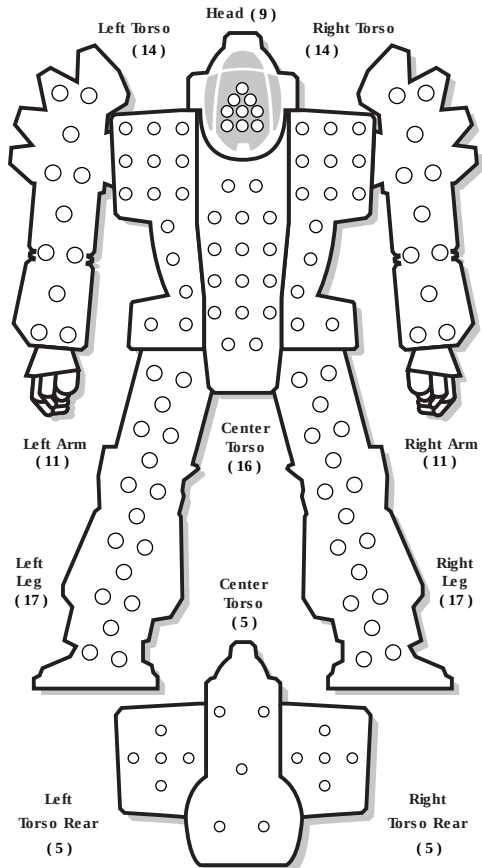
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous

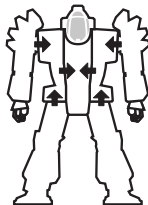


BV: 1,487



CRITICAL TABLE

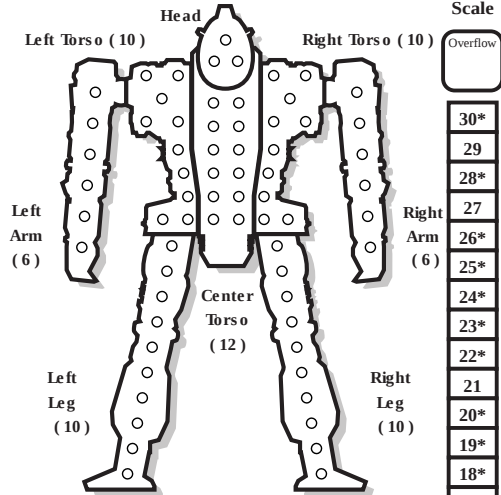
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Large Pulse Laser		4. Roll Again		4. Large Pulse Laser
	5. Large Pulse Laser		5. Sensors		5. Large Pulse Laser
	6. Small Pulse Laser		6. Life Support		6. Small Pulse Laser
Center Torso		Left Torso		Right Torso	
4-6	1. Roll Again	4-6	1. Gyro	4-6	1. Endo Steel
	2. Roll Again		2. Fusion Engine		2. Endo Steel
	3. Roll Again		3. Fusion Engine		3. Endo Steel
	4. Roll Again		4. Gyro		4. Ferro-Fibrous
	5. Roll Again		5. Gyro		5. Ferro-Fibrous
	6. Roll Again		6. Ferro-Fibrous		6. Ferro-Fibrous
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	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. Roll Again		5. Roll Again		
	6. Roll Again		6. Roll Again		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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	○

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
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4
3
2
1
0