

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Savage Coyote A

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 255 XL

Tonnage: 85

Tech Base: Clan

Rules Level: Standard

Role: Juggernaut

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
1	ATM 6	LA	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ATM 6	LT	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	ATM 6	RT	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	Anti-Missile System	HD	1	[PB]	—	1	—	—

Ammo: (AMS) 24, (ATM 6) 20, (ATM 6 ER) 20, (ATM 6 HE) 20, (Gauss) 16

BV: 2,719



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ATM 6
- ATM 6

1-3

- ATM 6
- ER Large Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- ATM 6
- ATM 6
- ATM 6
- ATM 6
- Ammo (ATM 6) 10
- Ammo (ATM 6 ER) 10
- Ammo (ATM 6 HE) 10
- Ammo (AMS) 24

1-3

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- 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
- Jump Jet
- Medium Pulse Laser

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- ATM 6
- ATM 6
- ATM 6
- ATM 6
- Ammo (ATM 6) 10
- Ammo (ATM 6 ER) 10
- Ammo (ATM 6 HE) 10
- Roll Again

1-3

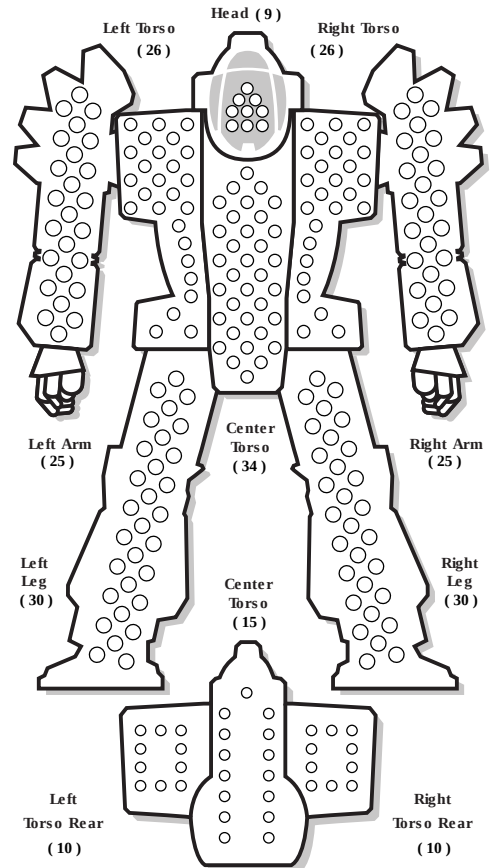
4-6

Right Leg

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

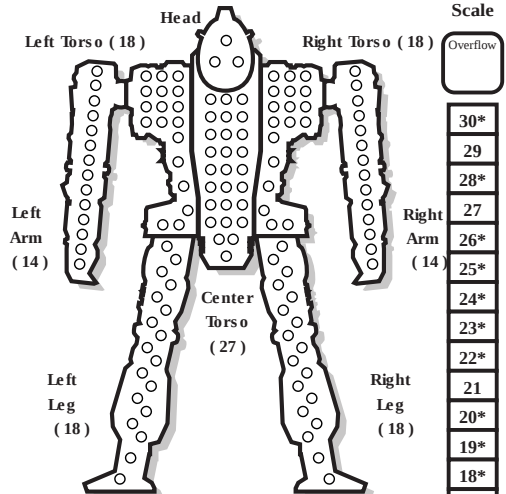
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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*
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18*
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16
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