

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Savage Coyote C

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   | ER Large Laser     | LA  | 12 | 10 [DE] | —   | 8   | 15  | 25  |
| 1   | ER Medium Laser    | LA  | 5  | 7 [DE]  | —   | 5   | 10  | 15  |
| 1   | ER Large Laser     | RA  | 12 | 10 [DE] | —   | 8   | 15  | 25  |
| 1   | ER Medium Laser    | RA  | 5  | 7 [DE]  | —   | 5   | 10  | 15  |
| 1   | Targeting Computer | RA  | —  | [E]     | —   | —   | —   | —   |
| 1   | ER PPC             | LT  | 15 | 15 [DE] | —   | 7   | 14  | 23  |
| 1   | ATM 9              | LT  | 6  | [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 9              | RT  | 6  | [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 Medium Laser    | CT  | 5  | 7 [DE]  | —   | 5   | 10  | 15  |

Ammo: (ATM 9) 14, (ATM 9 ER) 7, (ATM 9 HE) 14

BV: 3,117



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Medium Laser

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- ER PPC

1-3

- ER PPC
- ATM 9
- ATM 9
- ATM 9
- ATM 9
- Ammo (ATM 9) 7

4-6

#### Left Leg

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

#### Head (CASE)

- Life Support
- Sensors
- Cockpit
- Ammo (ATM 9 ER) 7
- 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
- ER Medium Laser

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Large Laser
- ER Medium Laser
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- ATM 9

1-3

- ATM 9
- ATM 9
- ATM 9
- Ammo (ATM 9) 7
- Ammo (ATM 9 HE) 7
- Ammo (ATM 9 HE) 7

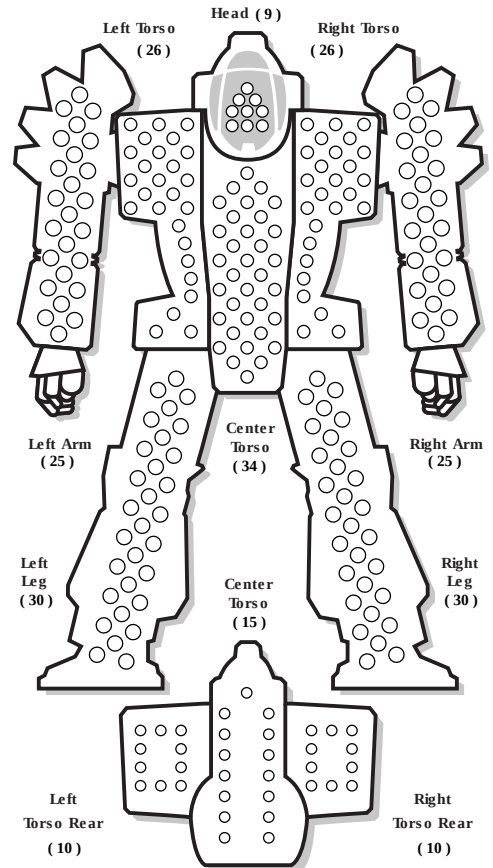
4-6

#### Right Leg

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

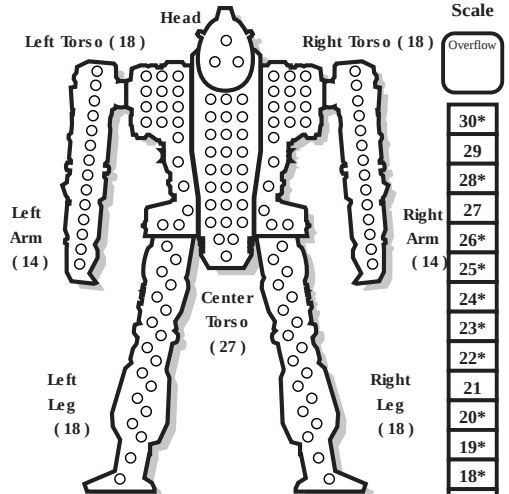
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 20 (40) |
|-------------|------------------------|----------------------------|
| 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   |
| 6   |
| 5*  |
| 4   |
| 3   |
| 2   |
| 1   |
| 0   |