

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Coyotl B
Movement Points:
Walking: 7
Running: 11
Jumping: 0
Engine Type: 280 XL
Tonnage: 40
Tech Base: Clan
Rules Level: Standard
Role: Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
1	Ultra AC/10	RA	3	10/Sht	—	6	12	18
				[DB,R/C]				
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

Ammo: (SRM 6) 15, (Ultra AC/10) 20

BV: 1,384



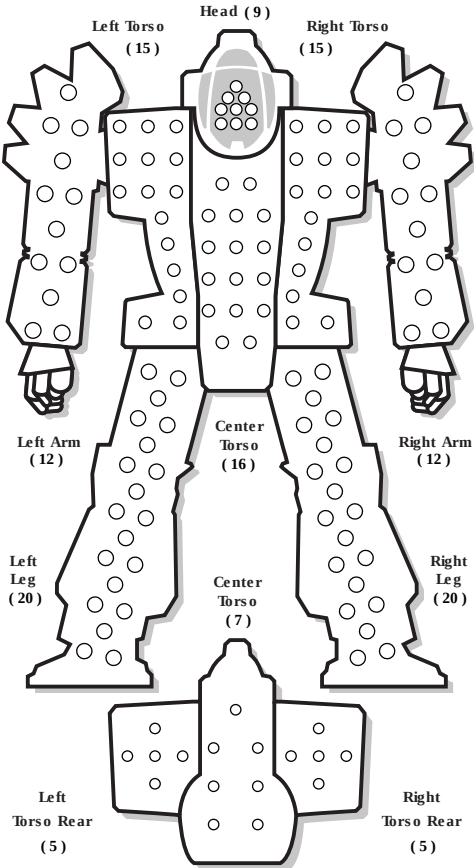
WARRIOR DATA

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

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

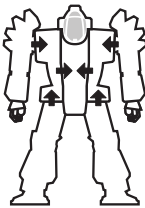
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

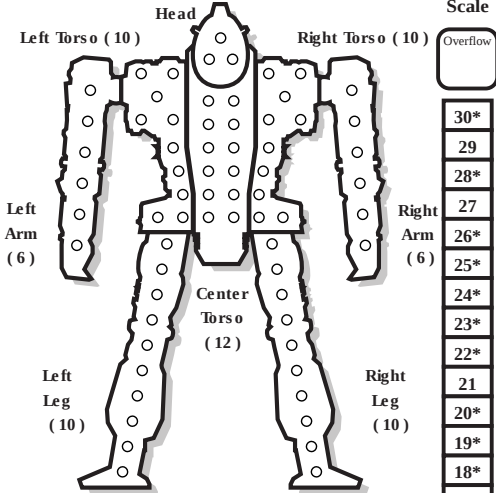
Left Arm (CASE)		Head		Right Arm (CASE)	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Ultra AC/10
	4. SRM 6		4. Endo Steel		4. Ultra AC/10
	5. Ammo (SRM 6) 15		5. Sensors		5. Ultra AC/10
	6. Endo Steel		6. Life Support		6. Ultra AC/10
Left Torso		Center Torso		Right Torso	
1-3	1. Endo Steel	1-3	1. XL Fusion Engine	1-3	1. Ammo (Ultra AC/10) 10
	2. Roll Again		2. XL Fusion Engine		2. Ammo (Ultra AC/10) 10
	3. Roll Again		3. XL Fusion Engine		3. Endo Steel
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
4-6	1. Roll Again	4-6	1. Gyro	4-6	1. XL Fusion Engine
	2. Roll Again		2. XL Fusion Engine		2. XL Fusion Engine
	3. Roll Again		3. XL Fusion Engine		3. ER Medium Laser
	4. Roll Again		4. XL Fusion Engine		4. Endo Steel
	5. Roll Again		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
Left Leg		Engine Hits		Right Leg	
1-3	1. Hip	4-6	Gyro Hits	4-6	1. Hip
	2. Upper Leg Actuator		Sensor Hits		2. Upper Leg Actuator
	3. Lower Leg Actuator		Life Support		3. Lower Leg Actuator
	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
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