

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Cougar G
Movement Points:
Walking: 5
Running: 8
Jumping: 0
Engine Type: 175 XL

Tonnage: 35
Tech Base: Clan
Rules Level: Standard
Role: Sniper

Weapons & Equipment Inventory (hexes)								
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LRM 5	LA	2	1/Msl [M,C,S]	—	7	14	21
1	HAG/20	RA	4	20 [C,F,X]	2	8	16	24
1	ER Large Laser	HD	12	10 [DE]	—	8	15	25

Ammo: (HAG/20) 12, (LRM 5) 24

BV: 1,426

WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

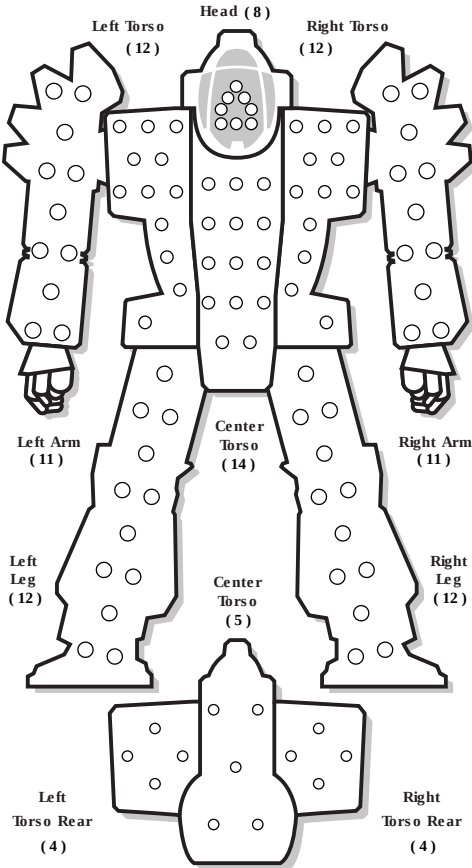
Hits Taken

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

Consciousness #

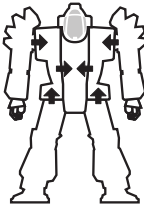
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

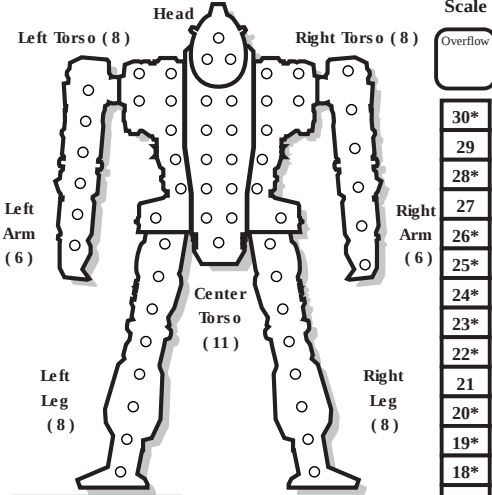
Left Arm (CASE)		Head		Right Arm (CASE)	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Double Heat Sink		3. Cockpit		3. Double Heat Sink
	4. Double Heat Sink		4. ER Large Laser		4. Double Heat Sink
	5. LRM 5		5. Sensors		5. HAG/20
	6. LRM 5		6. Life Support		6. HAG/20
Left Torso		Center Torso		Right Torso	
1-3	1. Ammo (LRM 5) 24	1-3	1. XL Fusion Engine	1-3	1. HAG/20
	2. Roll Again		2. XL Fusion Engine		2. HAG/20
	3. Roll Again		3. XL Fusion Engine		3. HAG/20
	4. Roll Again		4. Gyro		4. HAG/20
	5. Roll Again		5. Gyro		5. Ammo (HAG/20) 6
	6. Roll Again		6. Gyro		6. Ammo (HAG/20) 6
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	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. Ferro-Fibrous		5. Ferro-Fibrous		
	6. Ferro-Fibrous		6. Ferro-Fibrous		



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*
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16
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