

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Iron Cheetah B
Movement Points:
Walking: 4
Running: 6
Jumping: 4
Engine Type: 400 XL
Tonnage: 100
Tech Base: Clan
Rules Level: Standard
Role: Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
3	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
3	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6

BV: 3,303



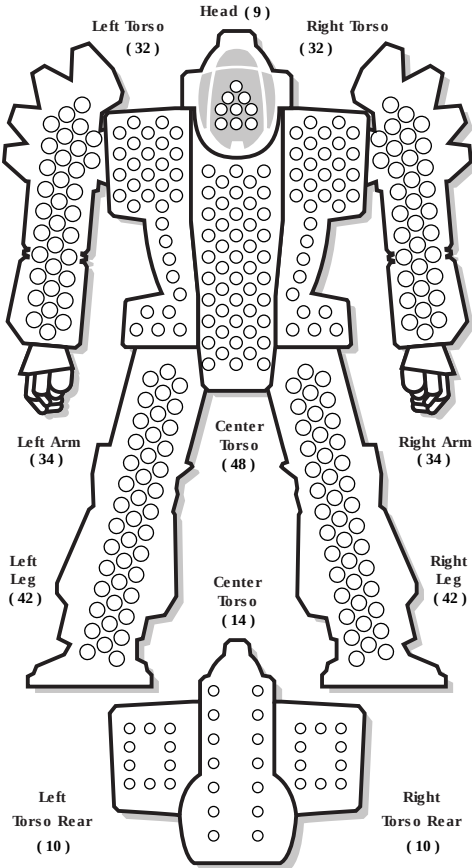
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

- Left Arm
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Large Pulse Laser
 - Large Pulse Laser
 - Medium Pulse Laser

- Center Torso
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Left Torso
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - Targeting Computer
 - Targeting Computer

- Right Torso
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- Left Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

- Head
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
 - Sensors
 - Life Support

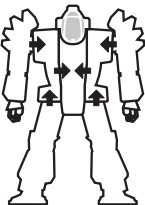
- Right Arm
- Shoulder
 - Upper Arm Actuator
 - Large Pulse Laser
 - Large Pulse Laser
 - Medium Pulse Laser
 - Medium Pulse Laser

- Center Torso
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Right Torso
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- Left Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

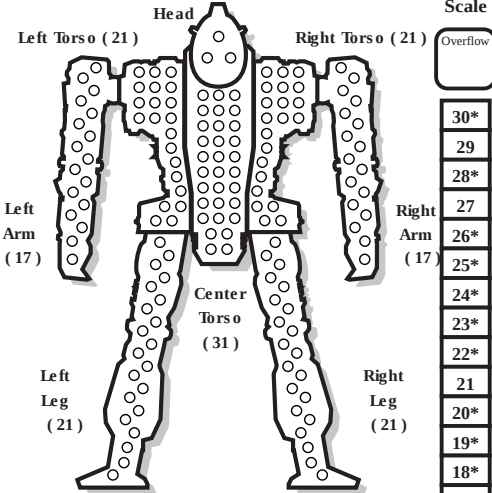
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 18 (36)
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
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4
3
2
1
0