

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Iron Cheetah Prime

Movement Points: **Tonnage:** 100
Walking: 4 **Tech Base:** Clan
Running: 6 **Rules Level:** Standard
Jumping: 0 **Role:** Sniper
Engine Type: 400 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	LA	15	15 [DE]	—	7	14	23
1	LRM 15	LA	5	1/Msl [M,C,S]	—	7	14	21
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Anti-Missile System	LT	1	[PB]	—	1	—	—
1	ER Small Laser (R)	RT	2	5 [DE]	—	2	4	6

Ammo: (AMS) 48, (Gauss) 16, (LRM 15 Artemis) 16

BV: 3,039



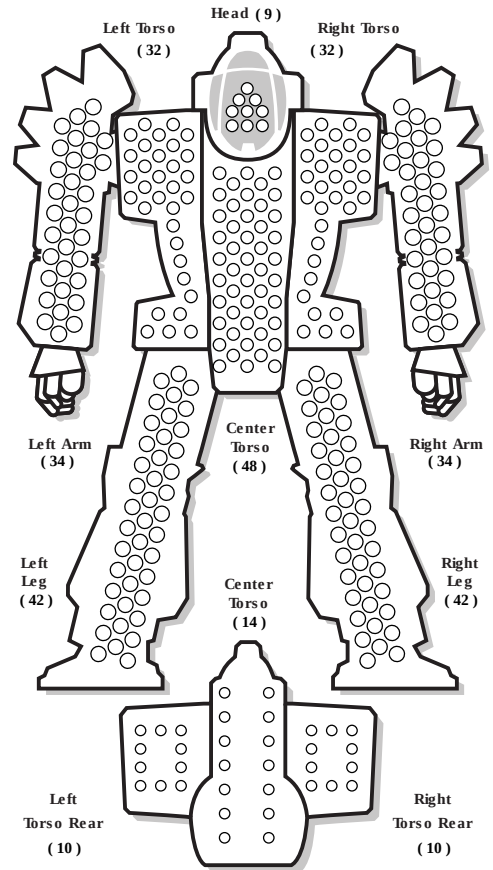
WARRIOR DATA

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

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

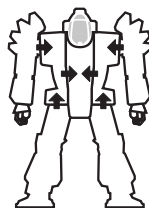
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

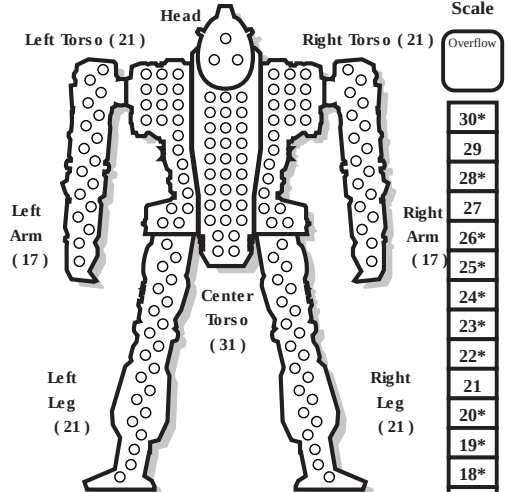
Left Arm		Head		Right Arm (CASE)	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. ER PPC		3. Cockpit		3. Gauss Rifle
	4. ER PPC		4. Endo Steel		4. Gauss Rifle
	5. ER PPC		5. Sensors		5. Gauss Rifle
	6. ER PPC		6. Life Support		6. Gauss Rifle
Center Torso		Left Torso (CASE)		Right Torso	
4-6	1. LRM 15	4-6	1. Gyro	1-3	1. XL Fusion Engine
	2. LRM 15		2. XL Fusion Engine		2. XL Fusion Engine
	3. Artemis IV FCS		3. XL Fusion Engine		3. ER Small Laser (R)
	4. Ferro-Fibrous		4. Gyro		4. Ammo (Gauss) 8
	5. Roll Again		5. Gyro		5. Ammo (Gauss) 8
	6. Roll Again		6. Roll Again		6. Endo Steel
Left Leg		Engine Hits		Right Leg	
4-6	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. Endo Steel				5. Endo Steel
	6. Endo Steel				6. Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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

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	0