

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Hankyu (Arctic Cheetah) I
Movement Points: Tonnage: 30
Walking: 8 Tech Base: Clan
Running: 12 Rules Level: Standard
Jumping: 6 Role: Striker
Engine Type: 240 XL

Weapons & Equipment Inventory (hexes)								
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Imp. Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9
1	Plasma Cannon	RA	7	[DE,H,AI]	—	6	12	18
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
1	Flamer	LT	3	2 [DE,H,AI]	—	1	2	3
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9

Ammo: (Plasma Cannon) 10, (SRM 4) 50

BV: 1,254



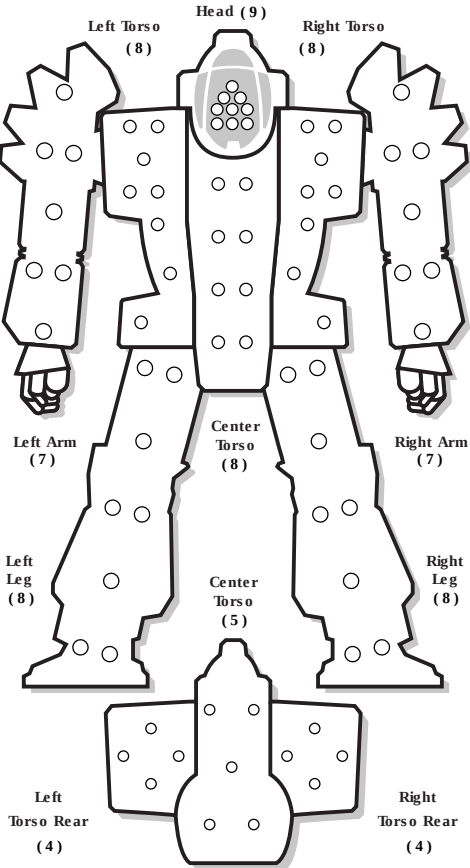
WARRIOR DATA

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 (CASE)**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Imp. Heavy Medium Laser
 - Imp. Heavy Medium Laser

- 1-3**
- Endo Steel
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - SRM 4
 - Flamer
 - Ammo (SRM 4) 25
 - Endo Steel

- 1-3**
- Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again

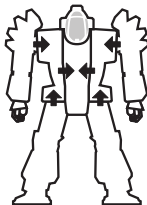
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support

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

- 1-3**
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Plasma Cannon
 - Ammo (Plasma Cannon) 10

- 1-3**
- Endo Steel
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

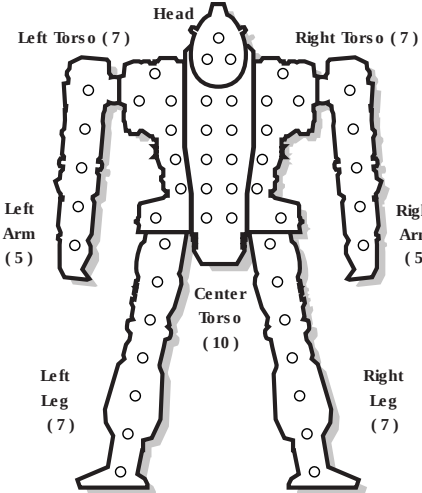
- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - SRM 4
 - Ammo (SRM 4) 25

- 1-3**
- Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks: 10 (20)



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