

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Battle Cobra BTL-C-2OG

Movement Points: **Tonnage:** 40
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Standard
Jumping: 0 **Role:** Brawler
Engine Type: 200 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	LA	10	10 [DE,H]	—	5	10	15
1	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 100, (Plasma Rifle) 20

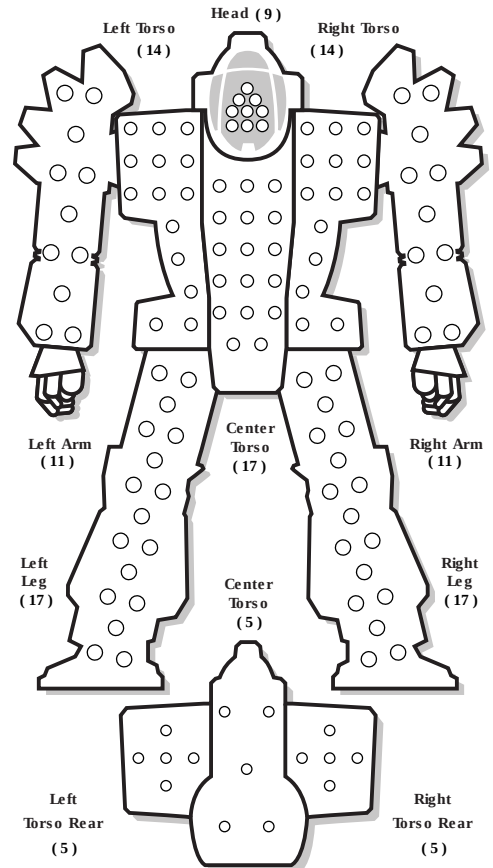
WARRIOR DATA

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

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

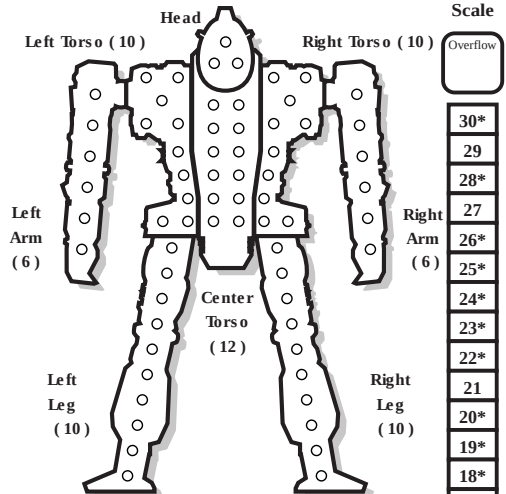
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Plasma Rifle
- Plasma Rifle
- Machine Gun
- Ammo (Plasma Rifle) 10

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Snub-Nose PPC

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

Left Torso

- Ammo (Plasma Rifle) 10
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Torso (CASE II)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (Machine Gun) 100
- CASE II
- Endo Steel

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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel

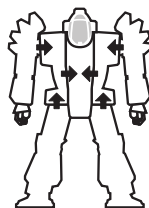
Left Leg

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

Right Leg

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

CATALYST
game labs



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 11 (22)
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	○