

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Cauldron-Born (Ebon Jaguar) D
Movement Points:
Walking: 5
Running: 8
Jumping: 0
Engine Type: 325 XL
Tonnage: 65
Tech Base: Clan
Rules Level: Standard
Role: Skirmisher

Weapons & Equipment Inventory (hexes)								
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	LA	3	10/Sht	—	6	12	18
[DB,R/C]								
1	Ultra AC/10	RA	3	10/Sht	—	6	12	18
[DB,R/C]								
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

Ammo: (Ultra AC/10) 40

BV: 2,150

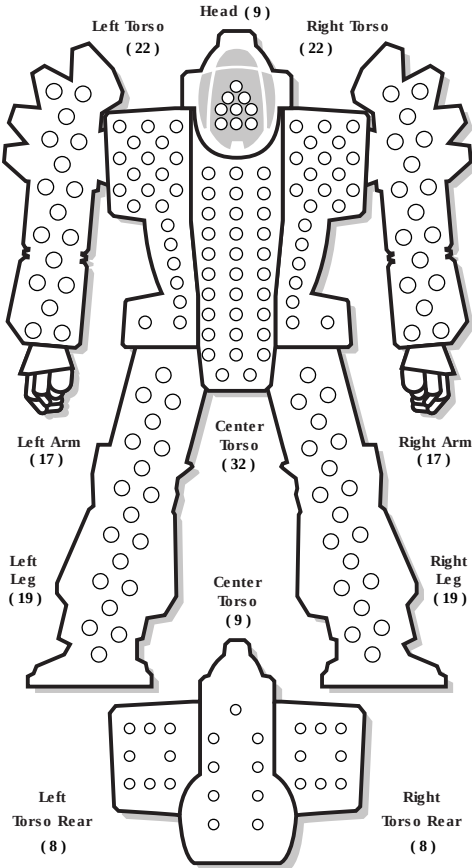
WARRIOR DATA

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

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

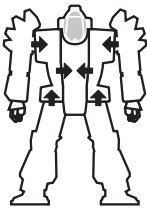
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

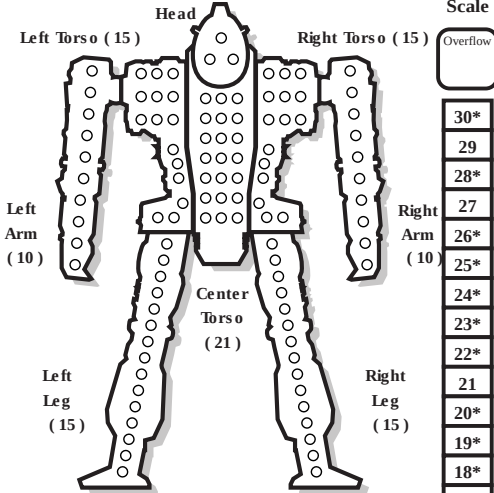
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Ultra AC/10		3. Cockpit		3. Ultra AC/10
	4. Ultra AC/10		4. Ferro-Fibrous		4. Ultra AC/10
	5. Ultra AC/10		5. Sensors		5. Ultra AC/10
	6. Ultra AC/10		6. Life Support		6. Ultra AC/10
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. Ferro-Fibrous	1-3	1. XL Fusion Engine	1-3	1. Ferro-Fibrous
	2. Ferro-Fibrous		2. XL Fusion Engine		2. Ferro-Fibrous
	3. Roll Again		3. XL Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
4-6	1. Gyro	4-6	1. XL Fusion Engine	4-6	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. XL Fusion Engine		3. ER Medium Laser		3. ER Medium Laser
	4. Gyro		4. Ammo (Ultra AC/10) 10		4. ER Medium Laser
	5. Gyro		5. Ammo (Ultra AC/10) 10		5. Ammo (Ultra AC/10) 10
	6. Gyro		6. Ferro-Fibrous		6. Ammo (Ultra AC/10) 10
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: 13 (26)
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	