

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Hankyu (Arctic Cheetah) H

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

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
2	Heavy Small Laser	LT	3	6 [DE]	—	1	2	3

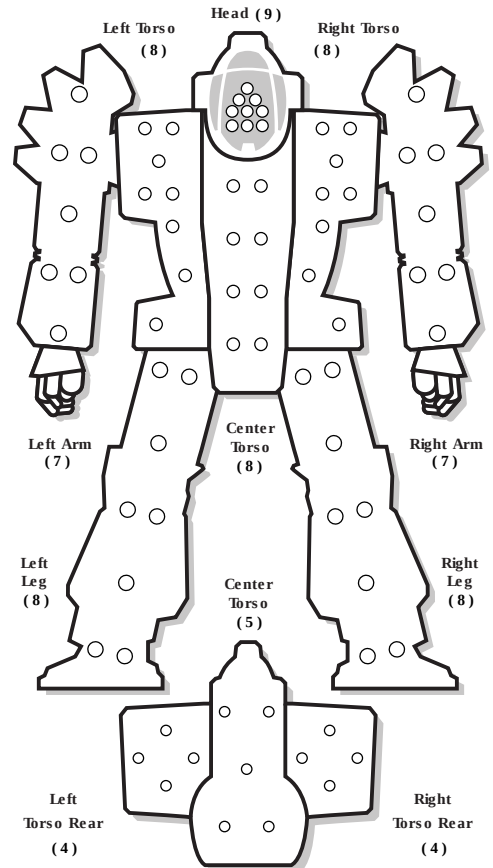
WARRIOR DATA

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

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

ARMOR DIAGRAM

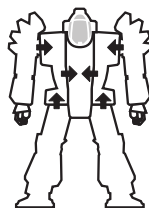
Ferro-Fibrous



BV: 1,264

CRITICAL TABLE

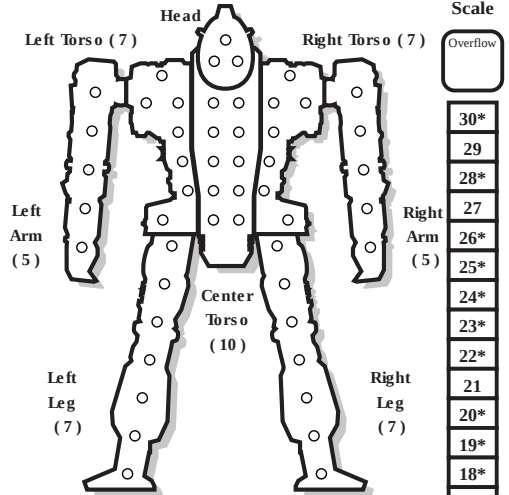
Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Ferro-Fibrous	4. Hand Actuator
5. ER Large Laser	5. Sensors	5. Heavy Medium Laser
6. Flamer	6. Life Support	6. Heavy Medium Laser
Center Torso	Left Torso	Right Torso
1. XL Fusion Engine	1. Endo Steel	1. Endo Steel
2. XL Fusion Engine	2. Ferro-Fibrous	2. Ferro-Fibrous
3. XL Fusion Engine	3. Roll Again	3. Roll Again
4. Gyro	4. Roll Again	4. Roll Again
5. Gyro	5. Roll Again	5. Roll Again
6. Gyro	6. Roll Again	6. Roll Again
Left Leg	Right Leg	Engine Hits
1. Hip	1. Hip	3
2. Upper Leg Actuator	2. Upper Leg Actuator	3
3. Lower Leg Actuator	3. Lower Leg Actuator	3
4. Foot Actuator	4. Foot Actuator	3
5. Jump Jet	5. Jump Jet	3
6. Jump Jet	6. Jump Jet	3
		Gyro Hits 3
		Sensor Hits 3
		Life Support 1



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 (26)
28	Ammo Exp, avoid on 8+	13 (26)
26	Shutdown, avoid on 10+	13 (26)
25	-5 Movement Points	13 (26)
24	+4 Modifier to Fire	13 (26)
23	Ammo Exp, avoid on 6+	13 (26)
22	Shutdown, avoid on 8+	13 (26)
20	-4 Movement Points	13 (26)
19	Ammo Exp, avoid on 4+	13 (26)
18	Shutdown, avoid on 6+	13 (26)
17	+3 Modifier to Fire	13 (26)
15	-3 Movement Points	13 (26)
14	Shutdown, avoid on 4+	13 (26)
13	+2 Modifier to Fire	13 (26)
10	-2 Movement Points	13 (26)
8	+1 Modifier to Fire	13 (26)
5	-1 Movement Points	13 (26)

Heat Scale

Overflow

30*
29
28*
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