

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Hankyu (Arctic Cheetah) Prime
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	ER Medium Laser	LA	5	7 [DE]	—	5	10	15	
1	LRM 5	LA	2	1/Msl [M,C,S]	—	7	14	21	
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15	
1	LRM 5	RA	2	1/Msl [M,C,S]	—	7	14	21	
1	TAG	LT	—	[E]	—	5	9	15	
1	ECM Suite	LT	—	[E]	—	—	—	6	
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3	
1	Active Probe	RT	—	[E]	—	—	—	5	

Ammo: (LRM 5) 48

BV: 1,292



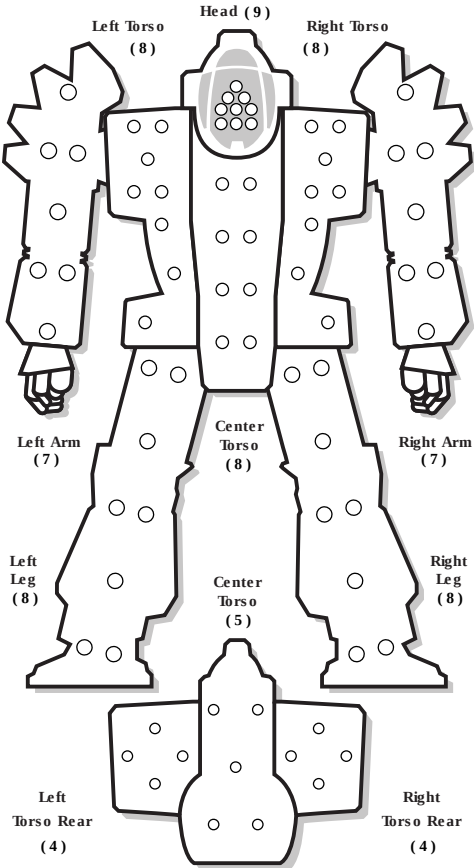
WARRIOR DATA

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

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

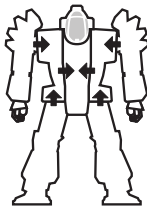
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

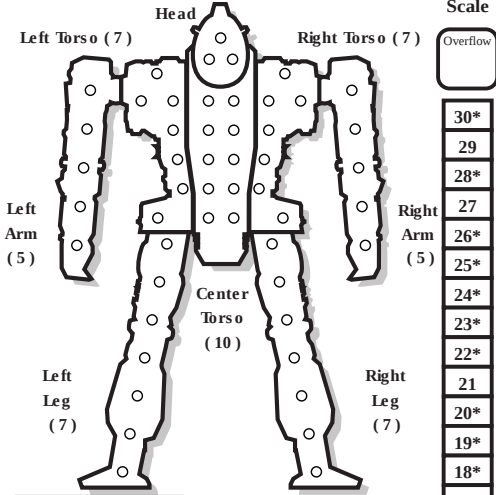
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Ferro-Fibrous		4. Hand Actuator
	5. ER Medium Laser		5. Sensors		5. ER Medium Laser
	6. LRM 5		6. Life Support		6. LRM 5
Center Torso		Right Torso (CASE)		Left Torso (CASE)	
4-6	1. Endo Steel	4-6	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. Ferro-Fibrous		2. XL Fusion Engine		2. XL Fusion Engine
	3. Roll Again		3. XL Fusion Engine		3. Ammo (LRM 5) 24
	4. Roll Again		4. Gyro		4. TAG
	5. Roll Again		5. Gyro		5. ECM Suite
	6. Roll Again		6. Gyro		6. Endo Steel
Engine Hits ○○○○		Gyro Hits ○○○○		Sensor Hits ○○○○	
Gyro Hits ○○○○		Sensor Hits ○○○○		Life Support ○	
Sensor Hits ○○○○		Life Support ○		Left Leg	
Life Support ○		Left Leg		Right Leg	
4-6	1. Hip	4-6	1. Hip	4-6	1. Hip
	2. Upper Leg Actuator		2. Upper Leg Actuator		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. Lower Leg Actuator		3. Lower Leg Actuator
	4. Foot Actuator		4. Foot Actuator		4. Foot Actuator
	5. Jump Jet		5. Jump Jet		5. Jump Jet
	6. Jump Jet		6. Jump Jet		6. Jump Jet



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
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3
2
1
0