

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Battle Cobra BTL-C-20C

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	iNarc	LA	—	[M]	—	4	9	15
1	iNarc	RA	—	[M]	—	4	9	15
1	C3i	CT	—	[E]	—	—	—	—

Ammo: (iNarc) 20

BV: 726

WARRIOR DATA

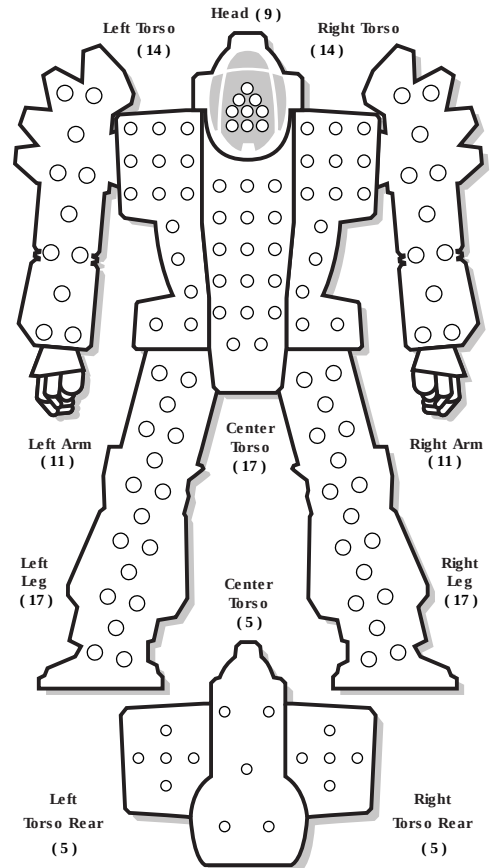
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

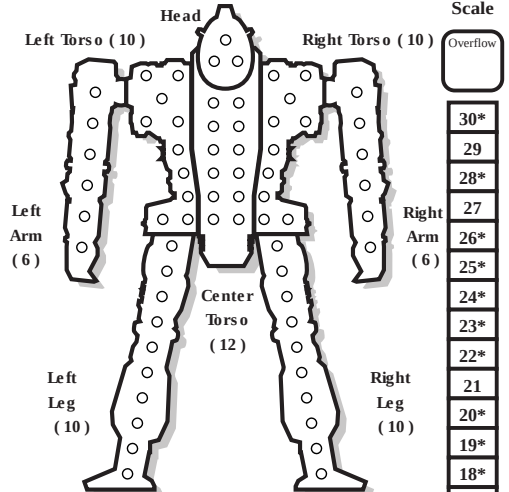
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- iNarc
- iNarc
- iNarc

- Ammo (iNarc) 4
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso

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

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

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

Head

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

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- C3i
- C3i

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- iNarc
- iNarc
- iNarc

- Ammo (iNarc) 4
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

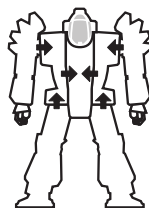
Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (iNarc) 4
- Ammo (iNarc) 4
- Ammo (iNarc) 4

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

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



Damage Transfer Diagram

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*
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16
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3
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1
0