

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Battle Cobra BTL-C-20D

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Light PPC	LA	5	5 [DE]	3	6	12	18
2	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	C3i	CT	—	[E]	—	—	—	—

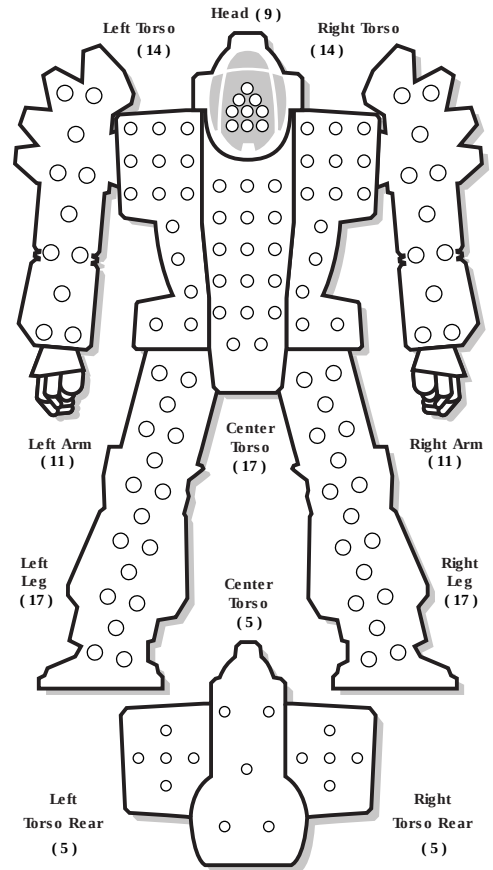
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous

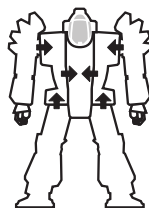


BV: 1,221



CRITICAL TABLE

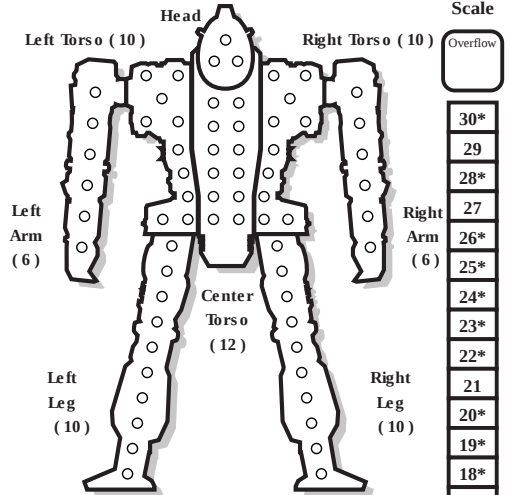
Left Arm 1. Shoulder 2. Upper Arm Actuator 3. Light PPC 4. Light PPC 5. Light PPC 6. Light PPC 1-3		Head 1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support 1-3		Right Arm 1. Shoulder 2. Upper Arm Actuator 3. Light PPC 4. Light PPC 5. Light PPC 6. Light PPC 1-3	
Left Torso 1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Endo Steel 5. Endo Steel 6. Endo Steel 1-3		Center Torso 1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro 1-3		Right Torso 1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Targeting Computer 5. Targeting Computer 6. Targeting Computer 1-3	
Left Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel 4-6		Right Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel 4-6		Engine Hits ○○○○ Gyro Hits ○○○○ Sensor Hits ○○○○ Life Support ○	



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*
13*
12
11
10*
9
8*
7
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4
3
2
1
0