

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Hankyu (Arctic Cheetah) A

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	Streak SRM 6	LA	4	2[Msl [M,C]	—	4	8	12
1	Flamer	LA	3	2[DE,H,AI]	—	1	2	3
1	Streak SRM 6	RA	4	2[Msl [M,C]	—	4	8	12
1	Small Pulse Laser	RA	2	3[P,AI]	—	2	4	6

Ammo: (Streak SRM 6) 30

BV: 1,075



WARRIOR DATA

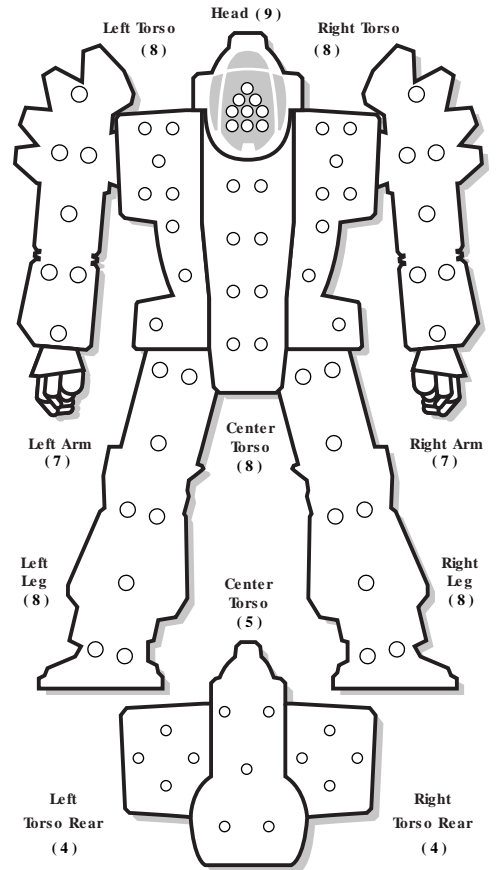
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

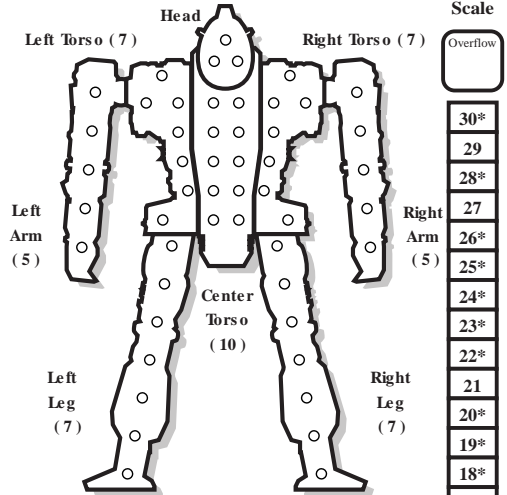
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

1-3

- Flamer
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ammo (Streak SRM 6) 15
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

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

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

1-3

- Small Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Ammo (Streak SRM 6) 15
- Endo Steel

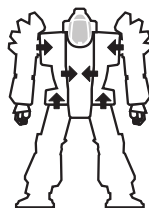
1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



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	○