

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Hankyu (Arctic Cheetah) D

Movement Points: **Tonnage:** 30
Walking: 8 **Tech Base:** Clan
Running: 12 **Rules Level:** Standard
Jumping: 6 **Role:** Missile Boat
Engine Type: 240 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LA	4	1/Msl [M,C,S]	—	7	14	21
1	LRM 10	RA	4	1/Msl [M,C,S]	—	7	14	21
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3

Ammo: (LRM 10) 48

BV: 996



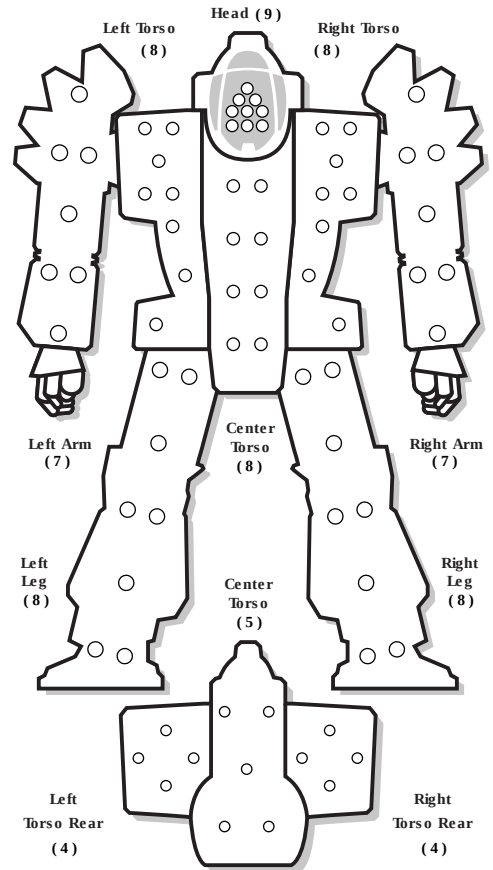
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous

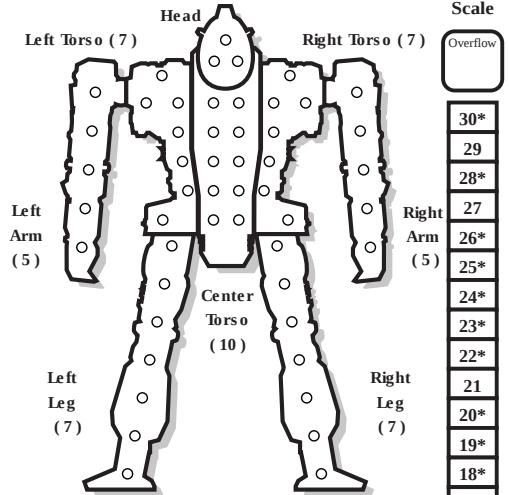


CRITICAL TABLE

Left Arm		Head		Right Arm	
1. 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. LRM 10		5. Sensors		5. LRM 10	
6. Endo Steel		6. Life Support		6. Endo Steel	
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
1. XL Fusion Engine		1. XL Fusion Engine		1. XL Fusion Engine	
2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine	
3. XL Fusion Engine		3. Ammo (LRM 10) 12		3. Double Heat Sink	
4. Gyro		4. Ammo (LRM 10) 12		4. Double Heat Sink	
5. Gyro		5. Endo Steel		5. Flamer	
6. Gyro		6. Endo Steel		6. Ammo (LRM 10) 12	
Left Leg		Engine Hits ○○○○		Left Torso	
1. Hip		Gyro Hits ○○○○		1. XL Fusion Engine	
2. Upper Leg Actuator		Sensor Hits ○○○○		2. XL Fusion Engine	
3. Lower Leg Actuator		Life Support ○		3. Ammo (LRM 10) 12	
4. Foot Actuator				4. Ammo (LRM 10) 12	
5. Jump Jet				5. Endo Steel	
6. Jump Jet				6. Endo Steel	

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

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