

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Cauldron-Born (Ebon Jaguar) U
Movement Points: Tonnage: 65
Walking: 5 Tech Base: Clan
Running: 8 Rules Level: Standard
Underwater: 5 Role: Sniper
Engine Type: 325 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	LRT 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	LRT 15	RT	5	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRT 15) 16

BV: 2,554



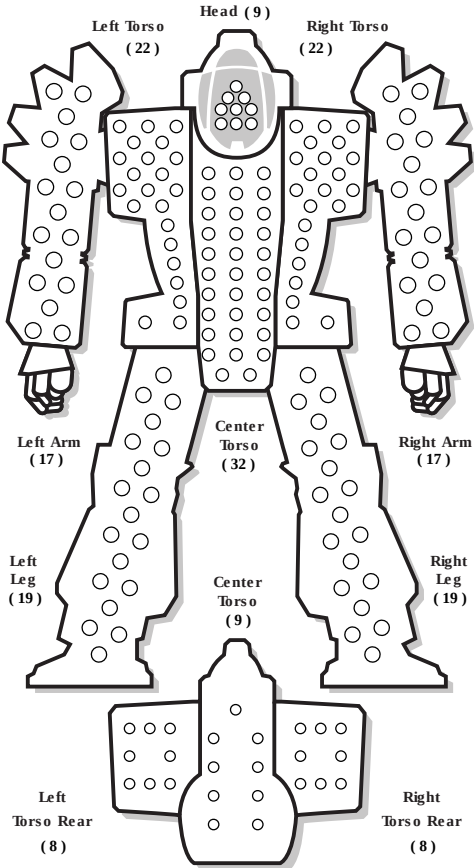
WARRIOR DATA

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

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

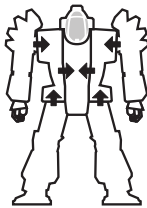
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

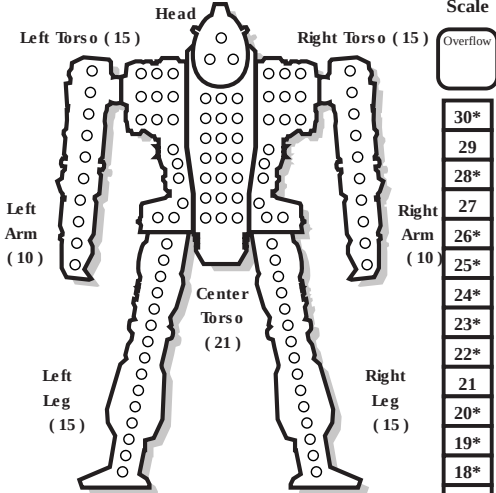
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Large Pulse Laser		3. Cockpit		3. Large Pulse Laser
	4. Large Pulse Laser		4. Ferro-Fibrous		4. Large Pulse Laser
	5. ER Small Laser		5. Sensors		5. ER Small Laser
	6. Ferro-Fibrous		6. Life Support		6. Ferro-Fibrous
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. Ferro-Fibrous	1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. Roll Again		2. XL Fusion Engine		2. XL Fusion Engine
	3. Roll Again		3. XL Fusion Engine		3. Double Heat Sink
	4. Roll Again		4. Gyro		4. Double Heat Sink
	5. Roll Again		5. Gyro		5. UMU
	6. Roll Again		6. Ferro-Fibrous		6. UMU
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	Gyro Hits	4-6	1. Hip
	2. Upper Leg Actuator		Sensor Hits		2. Upper Leg Actuator
	3. Lower Leg Actuator		Life Support		3. Lower Leg Actuator
	4. Foot Actuator				4. Foot Actuator
	5. Endo Steel				5. Endo Steel
	6. Endo Steel				6. Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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

Heat Scale	Overflow
30*	Overflow
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	