

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Cauldron-Born (Ebon Jaguar) T
Movement Points: Tonnage: 65
Walking: 5 Tech Base: Mixed
Running: 8 Rules Level: Standard
Jumping: 0 Role: Sniper
Engine Type: 325 XL

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	Ultra AC/5 (C)	LA	1	5/Sht	—	7	14	21	
[DB,R/C]									
1	ER PPC (C)	RA	15	15 [DE]	—	7	14	23	
1	Imp. Heavy Medium Laser	LT	7	10 [DE,X]	—	3	6	9	
1	Streak LRM 10	LT	4	1/Msl [M,C]	—	7	14	21	
2	Thunderbolt 5	RT	3	5[M]	5	6	12	18	

Ammo: (Streak LRM 10) 12, (Thunderbolt 5) 24, (Ultra AC/5) 20

BV: 2,219

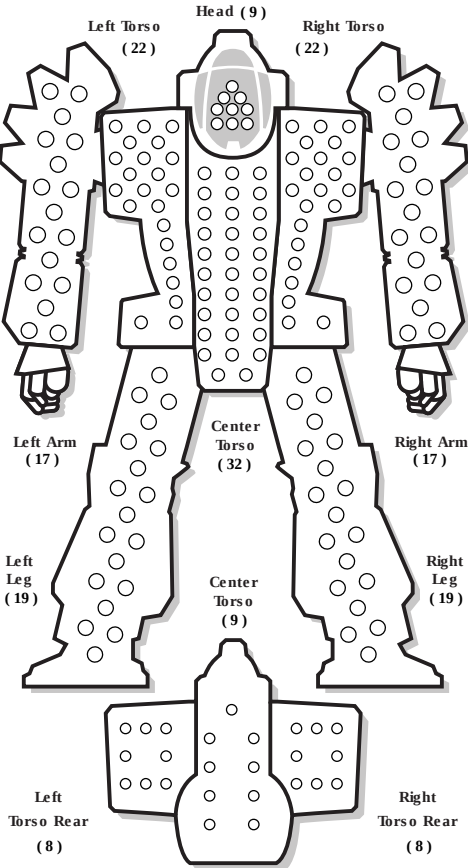
WARRIOR DATA

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

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

ARMOR DIAGRAM

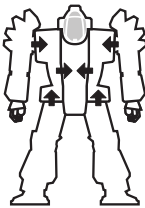
Ferro-Fibrous



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. Ultra AC/5		3. Cockpit		3. ER PPC
	4. Ultra AC/5		4. Ferro-Fibrous		4. ER PPC
	5. Ultra AC/5		5. Sensors		5. Ferro-Fibrous
	6. Ferro-Fibrous		6. Life Support		6. Ferro-Fibrous
Center Torso		Left Torso (CASE II)		Right Torso (CASE II)	
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. Thunderbolt 5 [IS]
	4. Roll Again		4. Gyro		4. Thunderbolt 5 [IS]
	5. Roll Again		5. Gyro		5. Ammo (Thunderbolt 5) 12
	6. Roll Again		6. Gyro		6. Ammo (Thunderbolt 5) 12
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	1. Gyro	4-6	1. Hip
	2. Upper Leg Actuator		2. XL Fusion Engine		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. XL Fusion Engine		3. Lower Leg Actuator
	4. Foot Actuator		4. XL Fusion Engine		4. Foot Actuator
	5. Endo Steel		5. Endo Steel		5. Endo Steel
	6. Endo Steel		6. Ferro-Fibrous		6. Endo Steel

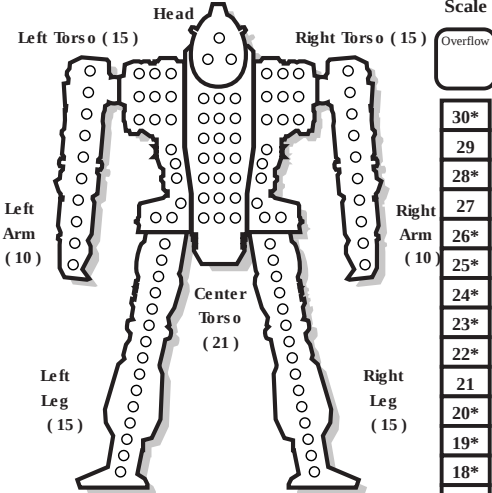
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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
30*
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