BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Battle Cobra G

Movement Points:		**Tonnage:**	40
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker
Engine Type:	240 Fusion		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3
1	Plasma Cannon	LA	7	[DE,H,AI]	—	6	12	18
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3
1	Plasma Cannon	RA	7	[DE,H,AI]	—	6	12	18

Ammo: (Plasma Cannon) 40

BV: 1,593

WARRIOR DATA

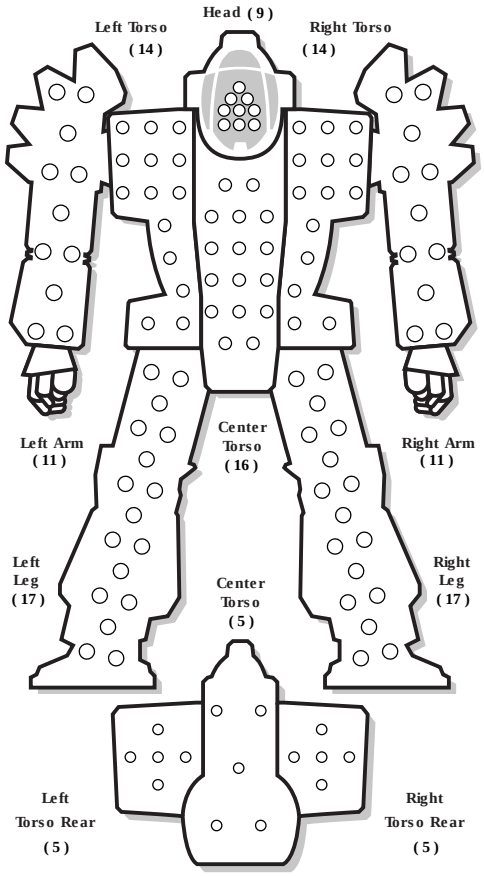
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

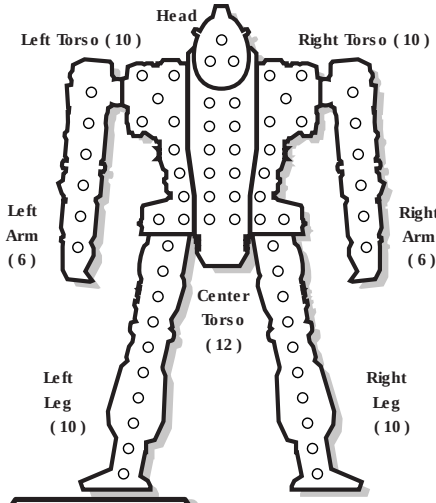
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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
6
5*
4
3
2
1
0

CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. Flamer
6. Plasma Cannon

4-6
1. Ammo (Plasma Cannon) 10
2. Ammo (Plasma Cannon) 10
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

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

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. Flamer
6. Plasma Cannon

4-6
1. Ammo (Plasma Cannon) 10
2. Ammo (Plasma Cannon) 10
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

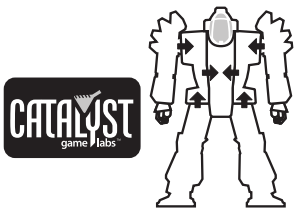
Right Torso

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink



Damage Transfer Diagram

HEAT DATA

Double Heat Sinks: 11 (22)

Heat Level*	Effects	
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	

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