

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Battle Cobra I

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Engine Type: 240 Fusion

Tonnage: 40

Tech Base: Clan

Rules Level: Advanced

Role: Missile Boat

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	RA	5	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 15 Artemis V) 32

BV: 1,160



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15
- LRM 15
- Artemis V FCS

1-3

- Artemis V FCS

4-6

- Ammo (LRM 15 Artemis V) 8
- Ammo (LRM 15 Artemis V) 8
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

1-3

4-6

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15
- LRM 15
- Artemis V FCS

1-3

- Artemis V FCS

4-6

- Ammo (LRM 15 Artemis V) 8
- Ammo (LRM 15 Artemis V) 8
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

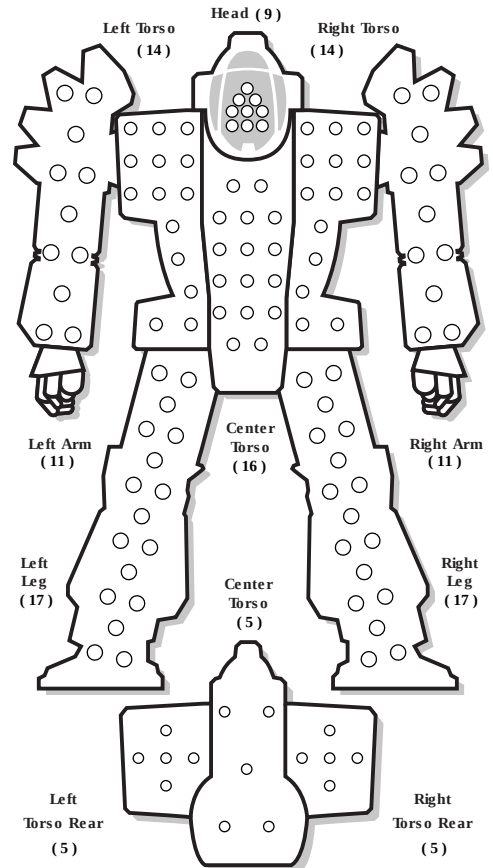


Damage Transfer Diagram



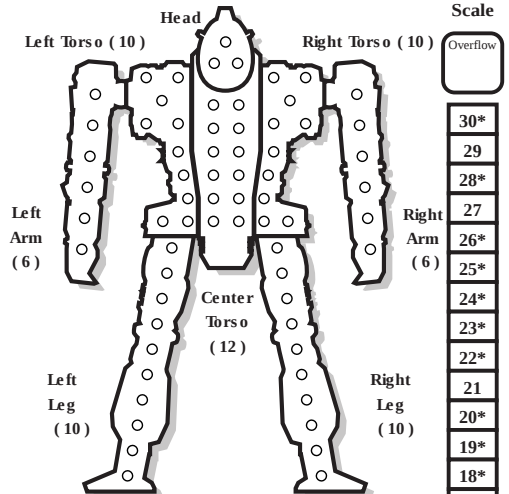
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)	Heat Scale
30	Shutdown	○	Overflow
28	Ammo Exp, avoid on 8+	○	30*
26	Shutdown, avoid on 10+	○	29
25	-5 Movement Points	○	28*
24	+4 Modifier to Fire	○	27
23	Ammo Exp, avoid on 6+	○	26*
22	Shutdown, avoid on 8+	○	25*
20	-4 Movement Points	○	24*
19	Ammo Exp, avoid on 4+	○	23*
18	Shutdown, avoid on 6+	○	22*
17	+3 Modifier to Fire	○	21
15	-3 Movement Points	○	20*
14	Shutdown, avoid on 4+	○	19*
13	+2 Modifier to Fire	○	18*
10	-2 Movement Points	○	17*
8	+1 Modifier to Fire	○	16
5	-1 Movement Points	○	15*
		○	14*
		○	13*
		○	12
		○	11
		○	10*
		○	9
		○	8*
		○	7
		○	6
		○	5*
		○	4
		○	3
		○	2
		○	1
		○	0