

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Mad Cat (Timber Wolf) D

Movement Points: **Tonnage:** 75
Walking: 5 **Tech Base:** Clan
Running: 8 **Rules Level:** Standard
Jumping: 0 **Role:** Skirmisher
Engine Type: 375 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6 (R)	LT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6 (R)	RT	4	2/Msl [M,C]	—	4	8	12
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6

Ammo: (Streak SRM 6) 45

BV: 2,623



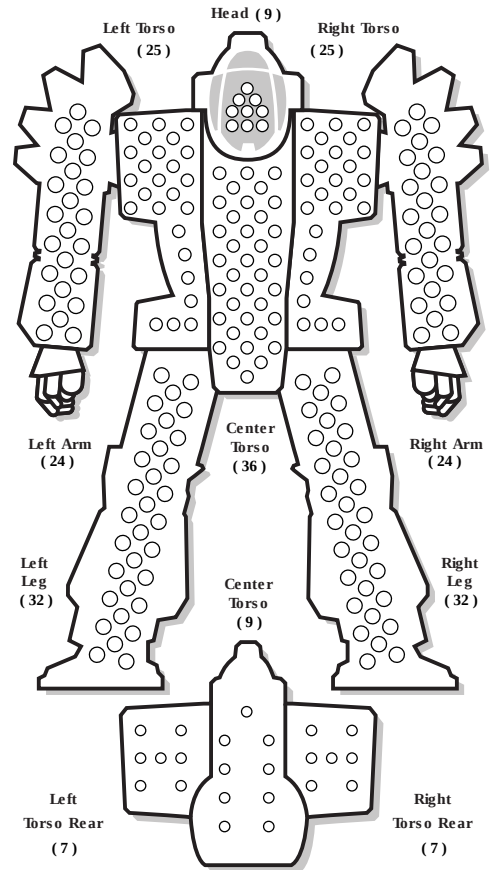
WARRIOR DATA

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

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

ARMOR DIAGRAM

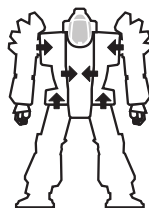
Ferro-Fibrous



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. ER PPC		3. Cockpit		3. ER PPC
	4. ER PPC		4. Ferro-Fibrous		4. ER PPC
	5. Ferro-Fibrous		5. Sensors		5. Ferro-Fibrous
	6. Roll Again		6. Life Support		6. Roll Again
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. Roll Again	1-3	1. XL Fusion Engine	1-3	1. Roll Again
	2. Roll Again		2. XL Fusion Engine		2. Roll Again
	3. Roll Again		3. XL Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
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. ER Small Laser		5. Endo Steel
	6. Endo Steel		6. Endo Steel		6. Roll Again

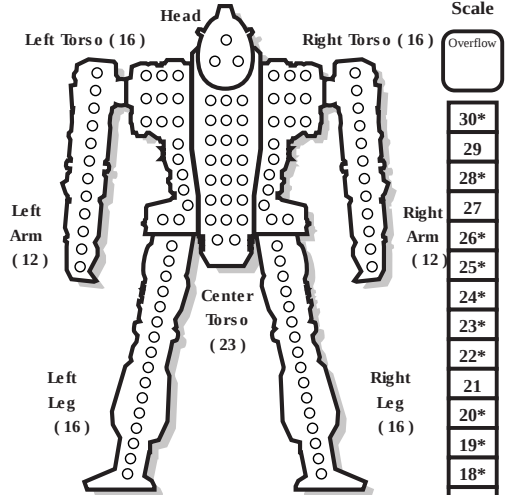
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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
30*
29
28*
27
26*
25*
24*
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22*
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20*
19*
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