

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Shadow Cat C

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 6

Engine Type: 270 XL

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

### 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   | ATM 6           | LA  | 4  | [M,C,S] |     |     |     |     |
|     | Standard        |     |    | 2/Msl   | 4   | 5   | 10  | 15  |
|     | Extended Range  |     |    | 1/Msl   | 4   | 9   | 18  | 27  |
|     | High Explosive  |     |    | 3/Msl   | —   | 3   | 6   | 9   |
| 1   | ER Medium Laser | LA  | 5  | 7 [DE]  | —   | 5   | 10  | 15  |
| 1   | ATM 6           | RA  | 4  | [M,C,S] |     |     |     |     |
|     | Standard        |     |    | 2/Msl   | 4   | 5   | 10  | 15  |
|     | Extended Range  |     |    | 1/Msl   | 4   | 9   | 18  | 27  |
|     | High Explosive  |     |    | 3/Msl   | —   | 3   | 6   | 9   |
| 1   | ER Medium Laser | RA  | 5  | 7 [DE]  | —   | 5   | 10  | 15  |
| 1   | ER Medium Laser | LT  | 5  | 7 [DE]  | —   | 5   | 10  | 15  |
| 1   | Narc            | RT  | —  | [M]     | —   | 4   | 8   | 12  |

Ammo: (ATM 6) 10, (ATM 6 ER) 10, (ATM 6 HE) 10, (Narc) 12

BV: 2,094



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ATM 6
- ATM 6
- ATM 6
- ER Medium Laser

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Medium Laser
- Ammo (ATM 6) 10
- Ammo (ATM 6 ER) 10

1-3

- Ammo (ATM 6 HE) 10
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

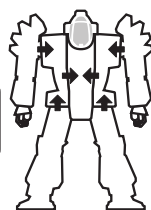
#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MASC
- MASC

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ATM 6
- ATM 6
- ATM 6
- ER Medium Laser

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Narc
- Ammo (Narc) 6
- Ammo (Narc) 6

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

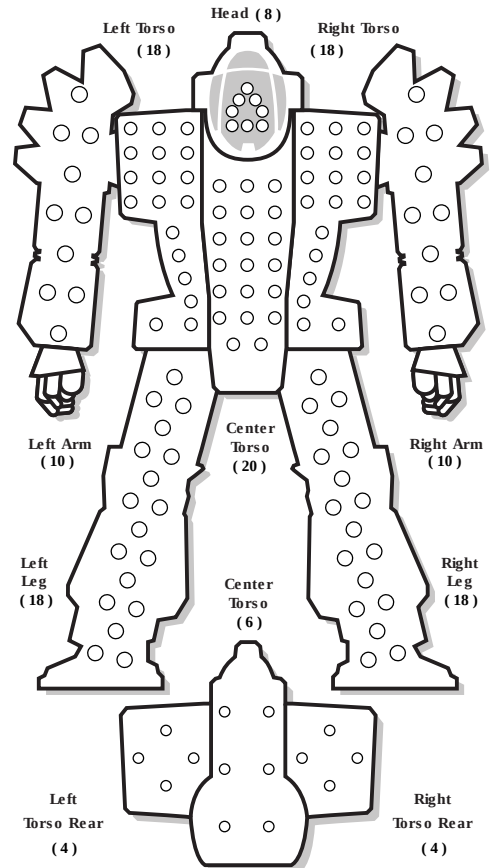
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

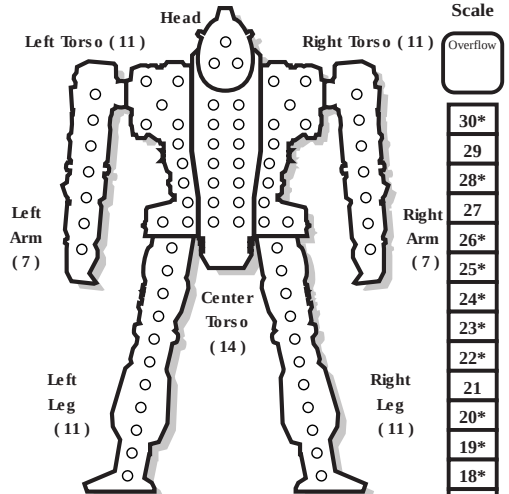
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 10 (20) |
|-------------|------------------------|----------------------------|
| 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

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   |