

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Shadow Cat H
Movement Points:
Walking: 6
Running: 9 [12]
Jumping: 6
Engine Type: 270 XL
Tonnage: 45
Tech Base: Clan
Rules Level: Standard
Role: Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: (LRM 20 Artemis) 12

BV: 2,012

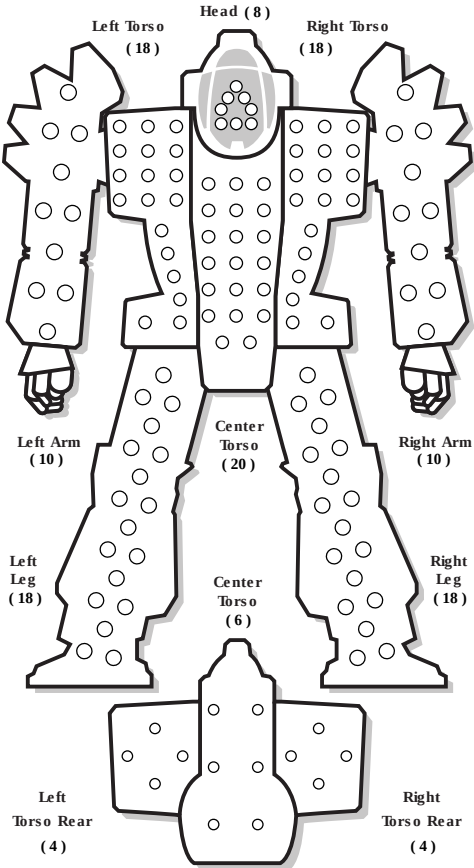
WARRIOR DATA

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

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

ARMOR DIAGRAM

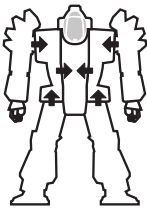
Ferro-Fibrous



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. Lower Arm Actuator		3. Cockpit		3. Double Heat Sink
	4. Hand Actuator		4. Endo Steel		4. Double Heat Sink
	5. Double Heat Sink		5. Sensors		5. Double Heat Sink
	6. Double Heat Sink		6. Life Support		6. Double Heat Sink
Center Torso		Left Torso		Right Torso (CASE)	
4-6	1. XL Fusion Engine	4-6	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. XL Fusion Engine		3. Jump Jet		3. LRM 20
	4. Gyro		4. LRM 20		4. LRM 20
	5. Gyro		5. LRM 20		5. LRM 20
	6. Gyro		6. LRM 20		6. LRM 20
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	1. LRM 20	4-6	1. Hip
	2. Upper Leg Actuator		2. Artemis IV FCS		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. Endo Steel		3. Lower Leg Actuator
	4. Foot Actuator		4. Ferro-Fibrous		4. Foot Actuator
	5. Jump Jet		5. Ferro-Fibrous		5. Jump Jet
	6. Jump Jet		6. Ferro-Fibrous		6. Jump Jet

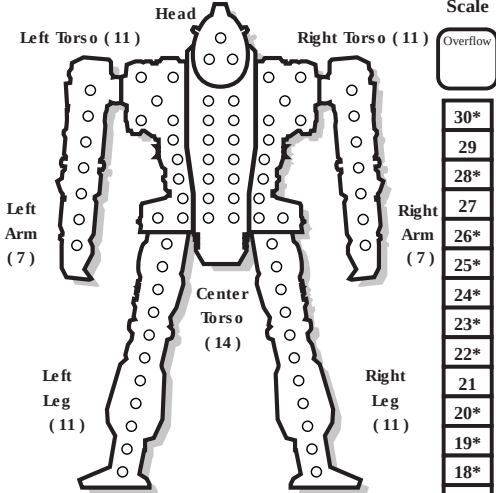
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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*
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