

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Pouncer T

Movement Points:

Walking: 6

Running: 9

Jumping: 5

Engine Type: 240 XL

Tonnage: 40

Tech Base: Mixed

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	LA	10	10 [DE,H]	—	5	10	15
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6

Ammo: (Plasma Rifle) 30

BV: 1,573

WARRIOR DATA

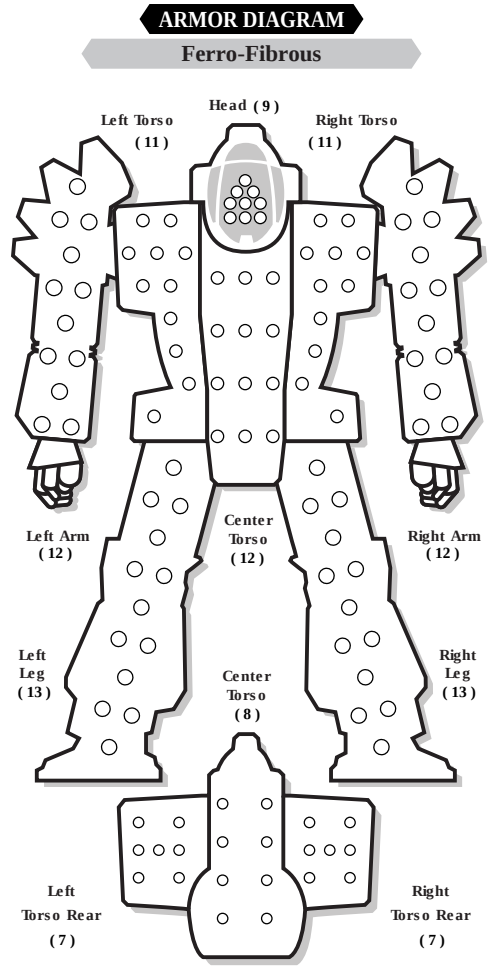
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #



CRITICAL TABLE

Left Arm

1. Shoulder

2. Upper Arm Actuator

3. Double Heat Sink

4. Double Heat Sink

5. Plasma Rifle [IS]

6. Plasma Rifle [IS]

1-3

1. Ferro-Fibrous

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

4-6

1. Ferro-Fibrous

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

Head

1. Life Support

2. Sensors

3. Cockpit

4. Ferro-Fibrous

5. Sensors

6. Life Support

Center Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

4. Gyro

5. Gyro

6. Gyro

1-3

1. Gyro

2. XL Fusion Engine

3. XL Fusion Engine

4. XL Fusion Engine

5. Jump Jet

6. Endo Steel

4-6

1. Gyro

2. XL Fusion Engine

3. XL Fusion Engine

4. XL Fusion Engine

5. Jump Jet

6. Endo Steel

Left Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. Jump Jet

4. Jump Jet

5. ER Small Laser

6. Ammo (Plasma Rifle) 10

1-3

1. Endo Steel

2. Ferro-Fibrous

3. Ferro-Fibrous

4. Roll Again

5. Roll Again

6. Roll Again

4-6

1. Endo Steel

2. Ferro-Fibrous

3. Ferro-Fibrous

4. Roll Again

5. Roll Again

6. Roll Again

Right Arm

1. Shoulder

2. Upper Arm Actuator

3. Double Heat Sink

4. Double Heat Sink

5. Plasma Rifle [IS]

6. Plasma Rifle [IS]

1-3

1. Ferro-Fibrous

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

4-6

1. Ferro-Fibrous

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

Right Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. Double Heat Sink

4. Double Heat Sink

5. Jump Jet

6. Jump Jet

1-3

1. Ammo (Plasma Rifle) 10

2. Ammo (Plasma Rifle) 10

3. Endo Steel

4. Ferro-Fibrous

5. Ferro-Fibrous

6. Roll Again

4-6

1. Ammo (Plasma Rifle) 10

2. Ammo (Plasma Rifle) 10

3. Endo Steel

4. Ferro-Fibrous

5. Ferro-Fibrous

6. Roll Again

Left Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Endo Steel

6. Endo Steel

Right Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Endo Steel

6. Endo Steel

Engine Hits

Gyro Hits

Sensor Hits

Life Support

CATALYST

game labs

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel

HEAT DATA

Heat Level*

Effects

Double Heat Sinks: 12 (24)

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