

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	LA	2	3 [P, AI]	—	2	4	6
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB, C/F/S]								
1	SRM 4	LT	3	2/Msl [M, C, S]	—	3	6	9
1	Active Probe	LT	—	[E]	—	—	—	5
1	Small Pulse Laser	RT	2	3 [P, AI]	—	2	4	6

Ammo: (LB-10X) 10, (LB-10X Cluster) 10, (SRM 4) 25

BV: 1,315



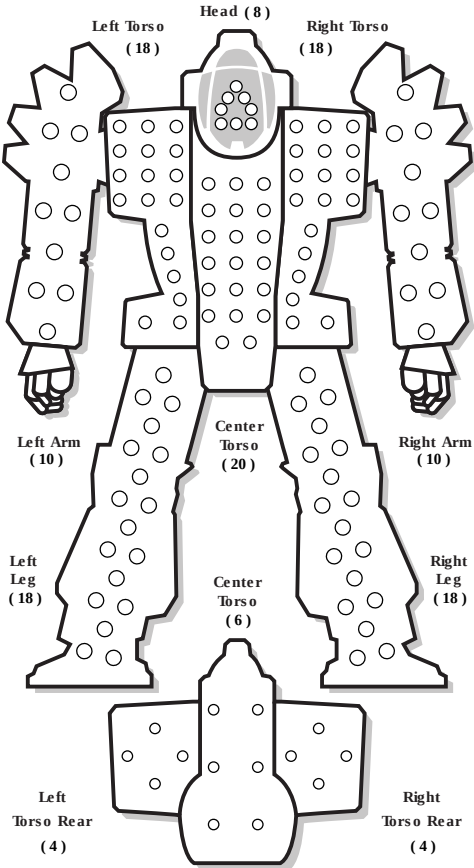
WARRIOR DATA

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

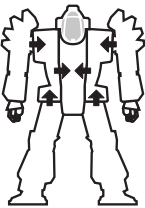
1	2	3	4	5	6
3	5	7	10	11	Dead

ARMOR DIAGRAM

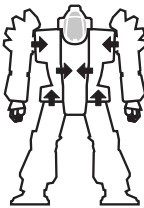
Ferro-Fibrous



CRITICAL TABLE

Left Arm		Life Support		Right Arm		
1-3	1. Shoulder	1-3	2. Sensors	1-3	1. Shoulder	
	2. Upper Arm Actuator		3. Cockpit		2. Upper Arm Actuator	
	3. Lower Arm Actuator		4. Endo Steel		3. LB 10-X AC	
	4. Hand Actuator		5. Sensors		4. LB 10-X AC	
	5. Small Pulse Laser		6. Life Support		5. LB 10-X AC	
	6. Endo Steel				6. LB 10-X AC	
Center Torso						
4-6	1. Endo Steel	1-3	1. XL Fusion Engine	4-6	1. LB 10-X AC	
	2. Roll Again		2. XL Fusion Engine		2. Endo Steel	
	3. Roll Again		3. XL Fusion Engine		3. Endo Steel	
	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 Torso (CASE)				Right Torso (CASE)		
1-3	1. XL Fusion Engine	4-6	1. Gyro	1-3	1. XL Fusion Engine	
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine	
	3. Jump Jet		3. XL Fusion Engine		3. Jump Jet	
	4. SRM 4		5. MASC		4. Small Pulse Laser	
	5. Ammo (SRM 4) 25		6. MASC		5. Ammo (LB-10X) 10	
	6. Active Probe				6. Ammo (LB-10X Cluster) 10	
4-6	1. Endo Steel	4-6	Engine Hits ○○○○ Gyro Hits ○○○ Sensor Hits ○○○ Life Support ○		4-6	1. Endo Steel
	2. Ferro-Fibrous		2. Ferro-Fibrous			
	3. Ferro-Fibrous		3. Ferro-Fibrous			
	4. Ferro-Fibrous		4. Ferro-Fibrous			
	5. Roll Again		5. Ferro-Fibrous			
	6. Roll Again		6. Roll Again			
Left Leg				Right Leg		
1-3	1. Hip	1-3			Damage Transfer Diagram	1. Hip
	2. Upper Leg Actuator					2. Upper Leg Actuator
	3. Lower Leg Actuator					3. Lower Leg Actuator
	4. Foot Actuator					4. Foot Actuator
	5. Jump Jet					5. Jump Jet
	6. Jump Jet					6. Jump Jet

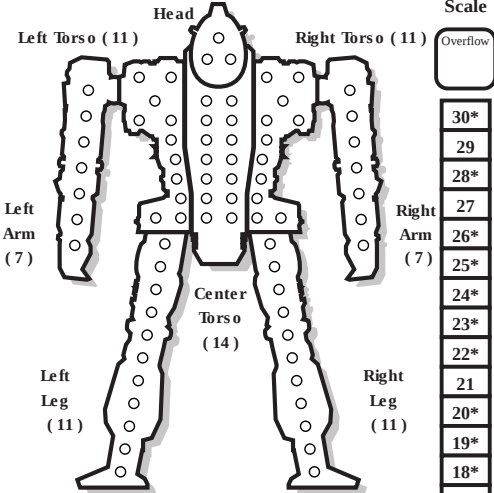
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 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	○