BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Shadow Cat D

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
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
2	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12

Ammo: (Machine Gun) 200, (Streak SRM 6) 15

BV: 2,256

WARRIOR DATA

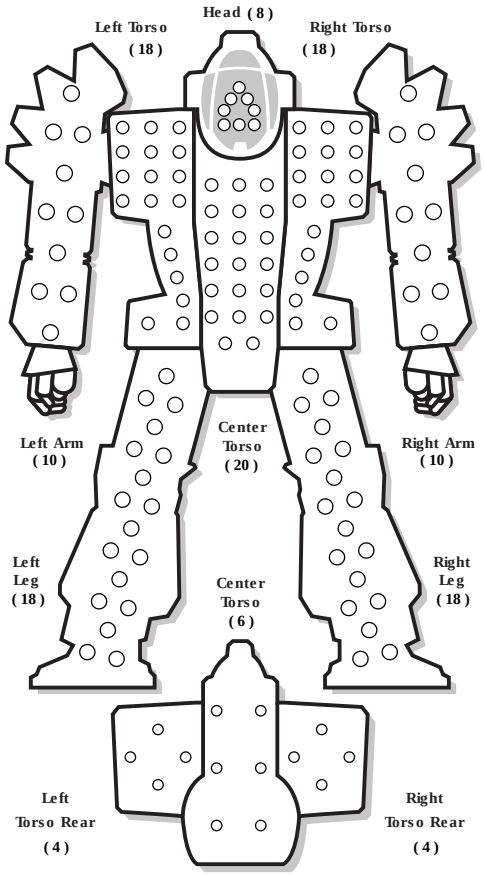
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

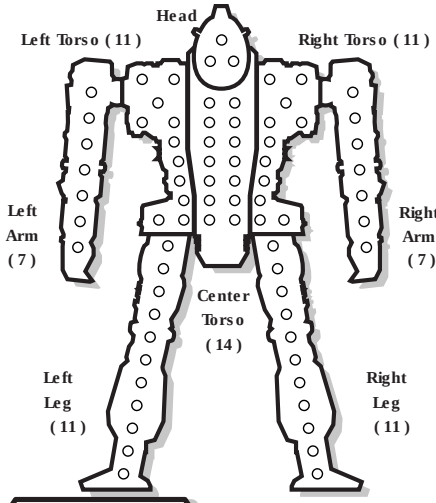
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Medium Pulse Laser**
4. **Medium Pulse Laser**
5. Endo Steel
6. Endo Steel

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **Jump Jet**
4. **Medium Pulse Laser**
5. **ER Small Laser**
6. **Machine Gun**

4-6
1. **Machine Gun**
2. **Ammo (Machine Gun) 200**
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. **Jump Jet**
6. **Jump Jet**

Head

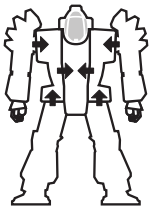
1. **Life Support**
2. **Sensors**
3. **Cockpit**
4. Endo Steel
5. **Sensors**
6. **Life Support**

Center Torso

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **Gyro**
5. **Gyro**
6. **Gyro**

4-6
1. **Gyro**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **XL Fusion Engine**
5. **MASC**
6. **MASC**

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



Damage Transfer Diagram

Right Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Double Heat Sink**
4. **Double Heat Sink**
5. **ER Large Laser**
6. Endo Steel

4-6
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **Jump Jet**
4. **Streak SRM 6**
5. **Streak SRM 6**
6. **Ammo (Streak SRM 6) 15**

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. **Jump Jet**
6. **Jump Jet**

HEAT DATA

Double Heat Sinks: 11 (22)

Heat Level*	Effects	
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	

© 2023 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.