BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Shadow Cat I

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	Imp. Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9
1	ER Medium Pulse Laser	LA	6	7 [P]	—	5	9	14
1	Imp. Heavy Medium Laser	RA	7	10 [DE,X]	—	3	6	9
1	ER Medium Pulse Laser	RA	6	7 [P]	—	5	9	14
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 6) 30

BV: 2,360

WARRIOR DATA

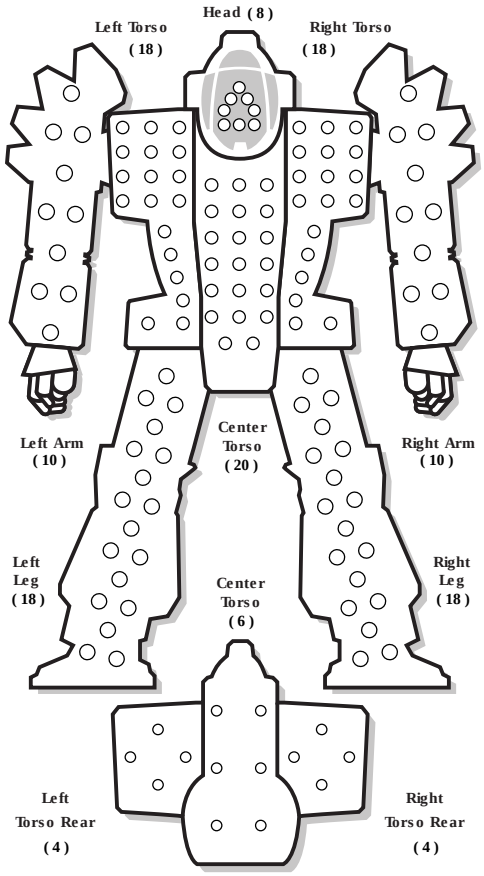
Name: _____

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

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

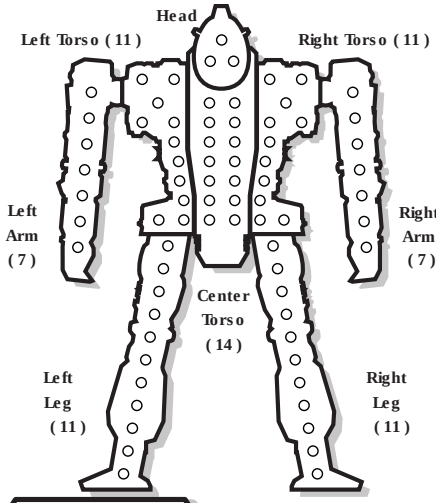
ARMOR DIAGRAM

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. [1-3] Imp. Heavy Medium Laser
4. [1-3] Imp. Heavy Medium Laser
5. [1-3] ER Medium Pulse Laser
6. [1-3] ER Medium Pulse Laser

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. [1-3] Streak SRM 6
5. [1-3] Streak SRM 6
6. Ammo (Streak SRM 6) 15

1. [4-6] Targeting Computer
2. [4-6] Targeting Computer
3. [4-6] Endo Steel
4. [4-6] Ferro-Fibrous
5. [4-6] Ferro-Fibrous
6. [4-6] Ferro-Fibrous

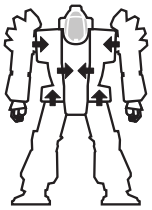
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. [1-3] Double Heat Sink
4. [1-3] Double Heat Sink
5. [1-3] Imp. Heavy Medium Laser
6. [1-3] Imp. Heavy Medium Laser

1. [4-6] ER Medium Pulse Laser
2. [4-6] ER Medium Pulse Laser
3. [4-6] Endo Steel
4. [4-6] Endo Steel
5. [4-6] Roll Again
6. [4-6] Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. [1-3] Streak SRM 6
5. [1-3] Streak SRM 6
6. Ammo (Streak SRM 6) 15

1. [4-6] Endo Steel
2. [4-6] Ferro-Fibrous
3. [4-6] Ferro-Fibrous
4. [4-6] Ferro-Fibrous
5. [4-6] Ferro-Fibrous
6. [4-6] 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	

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