

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Mad Cat (Timber Wolf) F
Movement Points: Tonnage: 75
Walking: 5 Tech Base: Clan
Running: 8 Rules Level: Standard
Jumping: 0 Role: Missile Boat
Engine Type: 375 XL

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25	
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15	
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25	
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15	
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21	
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15	
1	AP Gauss Rifle	LT	1	3 [DB,AI,X]	—	3	6	9	
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21	
1	AP Gauss Rifle	RT	1	3 [DB,AI,X]	—	3	6	9	
1	AP Gauss Rifle	CT	1	3 [DB,AI,X]	—	3	6	9	

Ammo: (AP Gauss) 40, (LRM 20) 12

BV: 2,722

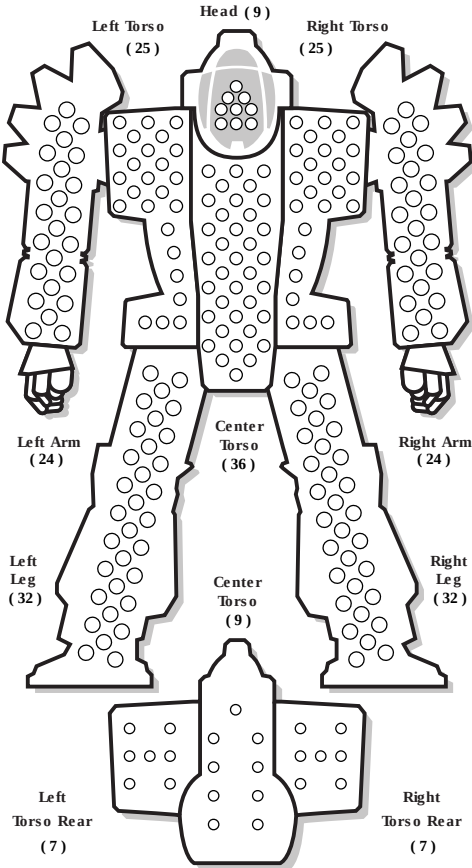
WARRIOR DATA

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

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

ARMOR DIAGRAM

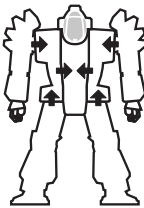
Ferro-Fibrous



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. Lower Arm Actuator
	4. Double Heat Sink		4. Ferro-Fibrous		4. Double Heat Sink
	5. Double Heat Sink		5. Sensors		5. Double Heat Sink
	6. ER Large Laser		6. Life Support		6. ER Large Laser
Left Torso (CASE)		Center Torso (CASE)		Right Torso (CASE)	
4-6	1. ER Medium Laser	4-6	1. XL Fusion Engine	4-6	1. ER Medium Laser
	2. Ferro-Fibrous		2. XL Fusion Engine		2. Ferro-Fibrous
	3. Roll Again		3. XL Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
1-3	1. XL Fusion Engine	1-3	1. Gyro	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. LRM 20		3. XL Fusion Engine		3. LRM 20
	4. LRM 20		4. AP Gauss Rifle		4. LRM 20
	5. LRM 20		5. Endo Steel		5. LRM 20
	6. LRM 20				6. LRM 20
4-6	1. ER Medium Laser	4-6	1. AP Gauss Rifle	4-6	1. AP Gauss Rifle
	2. AP Gauss Rifle		2. Ammo (AP Gauss) 40		2. Ammo (AP Gauss) 40
	3. Ammo (LRM 20) 6		3. Ammo (LRM 20) 6		3. Ammo (LRM 20) 6
	4. Endo Steel		4. Endo Steel		4. Endo Steel
	5. Ferro-Fibrous		5. Ferro-Fibrous		5. Ferro-Fibrous
	6. Ferro-Fibrous		6. Ferro-Fibrous		6. Ferro-Fibrous
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Endo Steel		5. Endo Steel		
	6. Endo Steel		6. Endo Steel		

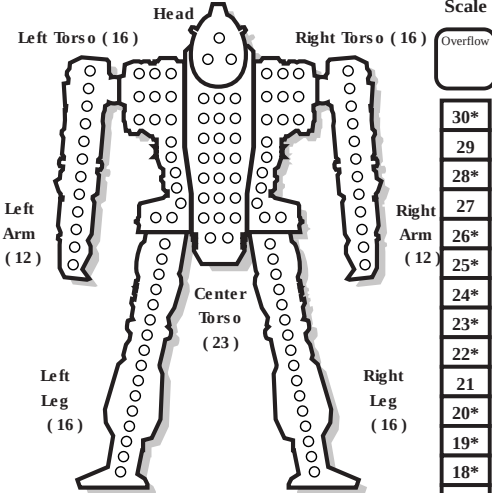
Engine Hits
Gyro Hits
Sensor Hits
Life Support



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 17 (34)
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

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
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