

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Mad Cat (Timber Wolf) (Pryde)
Movement Points:
Walking: 5
Running: 8
Jumping: 4
Engine Type: 375 XL
Tonnage: 75
Tech Base: Clan
Rules Level: Standard
Role: Missile Boat

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	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6

Ammo: (LRM 20) 12

BV: 2,861



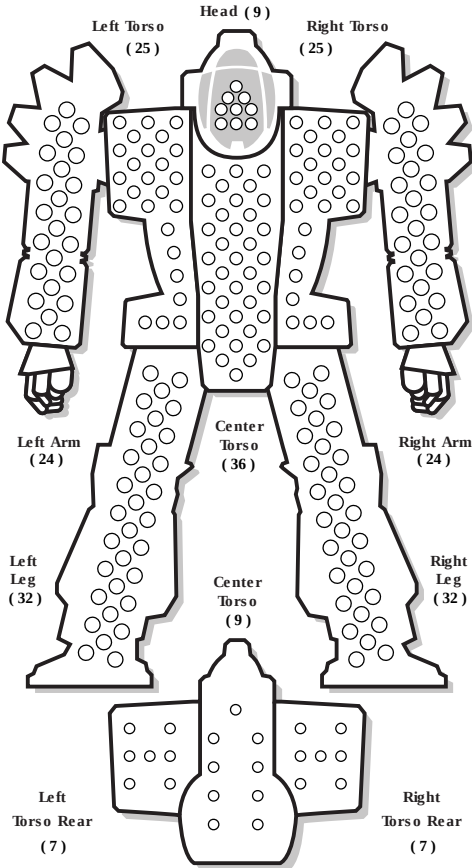
WARRIOR DATA

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

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

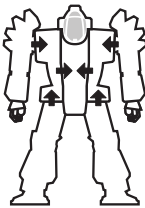
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

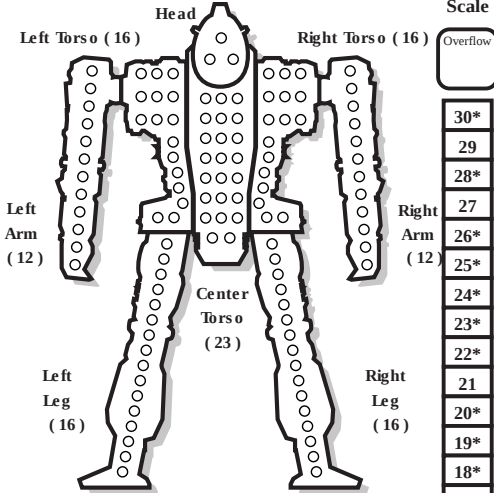
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Double Heat Sink		4. Ferro-Fibrous		4. ER Large Laser
	5. Double Heat Sink		5. Sensors		5. ER Medium Laser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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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

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