

# BATTLETECH™

## OMNIMECH RECORD SHEET

### MECH DATA

Type: **Shadow Cat III Prime**

**Movement Points:**  
 Walking: 6  
 Running: 9 [12]  
 Jumping: 0

**Tonnage:** 45  
**Tech Base:** Clan  
**Rules Level:** Standard

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Gauss Rifle	LA	1	15 [DB.X]	2	7	15	22

Ammo: [Gauss] 24

BV: 2,021

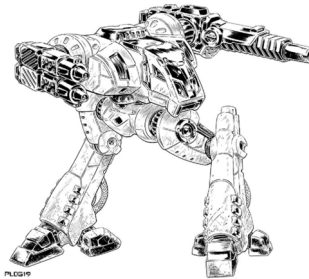


### WARRIOR DATA

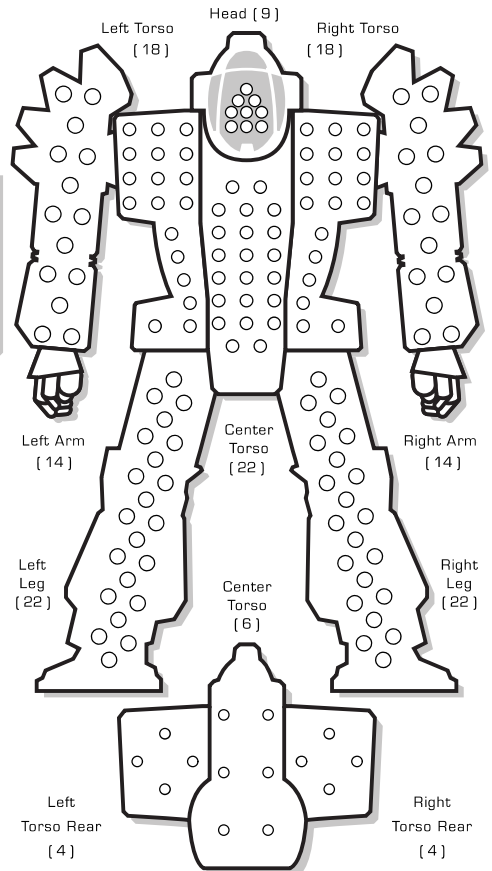
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
 Consciousness #

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



### ARMOR DIAGRAM



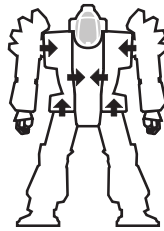
### CRITICAL HIT TABLE

- Left Arm (CASE)**
- Shoulder
  - Upper Arm Actuator
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
- 1-3**
- Gauss Rifle
  - Gauss Rifle
- 4-6**
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - Ammo [Gauss] 8
  - Ammo [Gauss] 8
  - Ammo [Gauss] 8
  - Ferro-Fibrous
- 1-3**
- Ferro-Fibrous
  - Ferro-Fibrous
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Endo Steel
  - Sensors
  - Life Support
- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - MASC
  - MASC

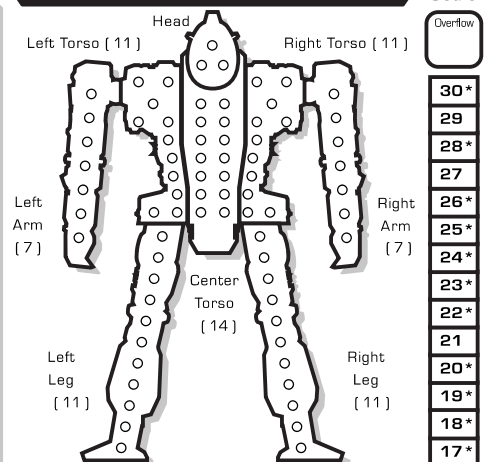
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Medium Pulse Laser
  - Medium Pulse Laser
  - Endo Steel
  - Endo Steel
- 1-3**
- Endo Steel
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### 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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### MECH DATA

Type: Shadow Cat III A

Movement Points:

Walking: 6  
Running: 9 [12]  
Jumping: 8

Tonnage: 45  
Tech Base: Clan  
Rules Level: Standard

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

BV: 2,005

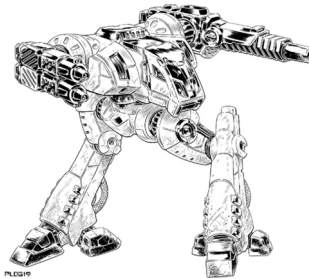


### WARRIOR DATA

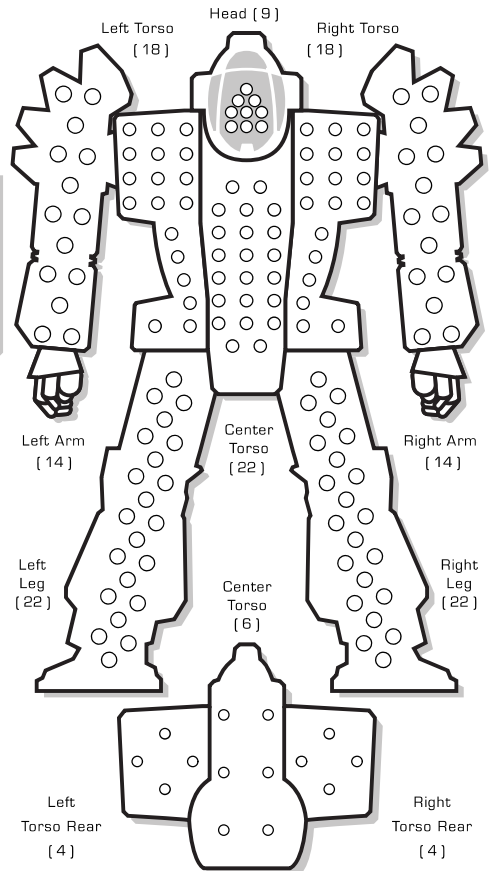
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

- ER Large Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - Improved Jump Jet
  - Improved Jump Jet
  - Improved Jump Jet
  - Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Improved Jump Jet
  - Improved Jump Jet

### Head

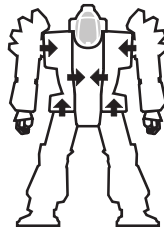
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MASC
- MASC

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



Damage Transfer Diagram

### Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

### Right Torso

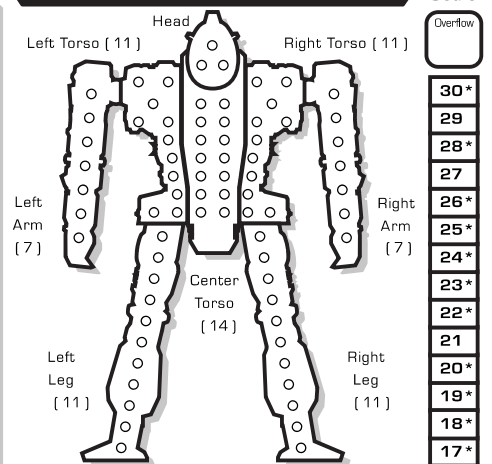
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

- Improved Jump Jet
- Improved Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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	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	○

# BATTLETECH™

## OMNIMECH RECORD SHEET

### MECH DATA

Type: **Shadow Cat III B**

Movement Points:

Walking: 6  
Running: 9 [12]  
Jumping: 6

Tonnage: 45  
Tech Base: Clan  
Rules Level: Experimental

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Active Probe	RT	—	[E]	—	—	—	—
1	Angel ECM Suite	LT	—	[E]	—	—	—	—
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ATM 3	RA	2	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
2	ATM 3	LA	2	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

Ammo: (ATM 3) 80

BV: 2,183

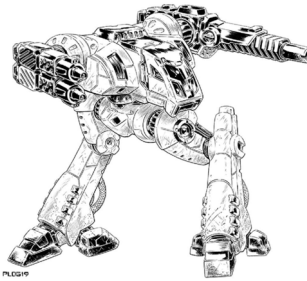


### WARRIOR DATA

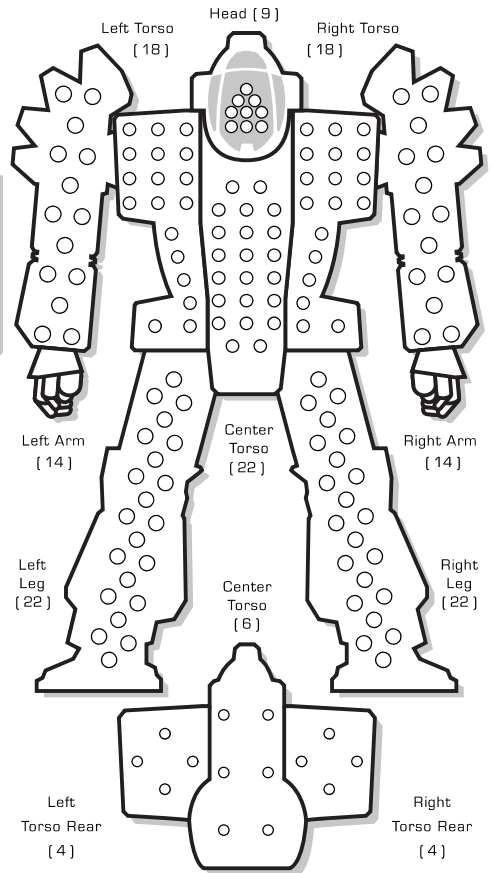
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM

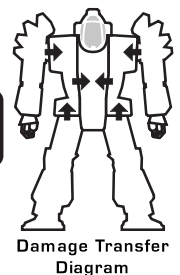


### CRITICAL HIT TABLE

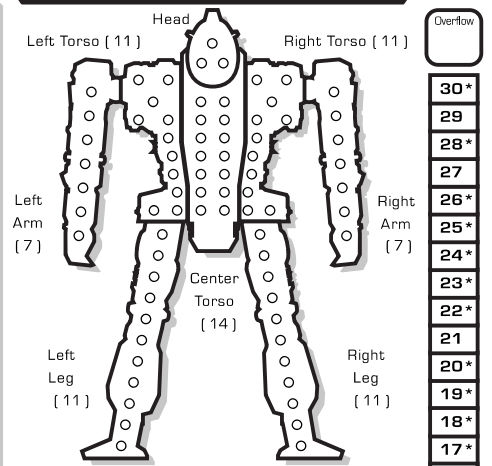
- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - ER Medium Laser
- 1-3
- ATM 3
  - ATM 3
  - ATM 3
- Center Torso**
- ATM 3
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
- 4-6
- Left Torso (CASE)**
- XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Ammo (ATM 3) 20
  - Ammo (ATM 3) 20
  - Angel ECM Suite
- 1-3
- Angel ECM Suite
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
- 4-6

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Endo Steel
  - Sensors
  - Life Support
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - ER Medium Laser
- 1-3
- ATM 3
  - ATM 3
  - ATM 3
- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - MASC
  - MASC
- 4-6
- Right Torso (CASE)**
- XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Ammo (ATM 3) 20
  - Ammo (ATM 3) 20
  - Active Probe
- 1-3
- Targeting Computer
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
- 4-6

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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