

# BATTLETECH

## Heavy OmniMech Record Sheet

Player: Ted

Miniature: Mad Cat

Armor Diagram			Internal Structure		
Left Arm (10,11) OOOOOOOOOO OOOOOOOOOO OOOO	Head (12) OOOOOOOOO	Right Arm (3,4) OOOOOOOOOO OOOOOOOOOO OOOO	Left Arm OOOOOOOOOO OO	Head OOO	Right Arm OOOOOOOOOO OO
Left Torso (8) OOOOOOOOOO OOOOOOOOOO OOOOOO Rear OOOOOOO	Center Torso (2,7) OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO OOOOOO Rear OOOOOOOOOO	Right Torso (6) OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO OOOOO Rear OOOOOOO	Left Torso OOOOOOOOOO OOOOOOO	Center Torso OOOOOOOOOO OOOOOOOOOO OOO	Right Torso OOOOOOOOOO OOOOOOO
Left Leg (9) OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO OO	Armor Type <b>Ferro-Fibrous</b>	Right Leg (5) OOOOOOOOOO OOOOOOOOOO OOOOOOOOOO OO	Left Leg OOOOOOOOOO OOOOOOO	IS Type <b>Endo Steel</b>	Right Leg OOOOOOOOOO OOOOOOO
				Gyro Type <b>Standard</b>	

Mech Data
Type: <b>Mad Cat (Prime)</b> Tonnage: <b>75</b> Technology: <b>Clan</b> / 3050 Ruleset: <b>Standard</b> (3rd edition)
Movement Points: Walking: <b>5</b> Running: <b>8</b> Jumping: <b>0</b>
Heat Sinks: <b>16 [32]   Double</b> OOOOOOOOOOOOOOOOO
Sensors: <b>Standard</b>
Auto Eject: <b>Disabled</b>

Critical Hit Table										
<b>Left Arm</b> Low (1-3) 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. ER Laser (Large) [1] 5. ER Laser (Medium) [3] 6. Double Heat Sink [14] High (4-6) 1. Double Heat Sink [14] 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	<b>Head</b> 1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	<b>Right Arm</b> Low (1-3) 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. ER Laser (Large) [2] 5. ER Laser (Medium) [4] 6. Roll Again High (4-6) 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again								
<b>Left Torso</b> Low (1-3) 1. Engine 2. Engine 3. ER Laser (Small) [5] 4. Pulse Laser (Medium) [6] 5. LRM 20 [9] 6. LRM 20 [9] High (4-6) 1. LRM 20 [9] 2. LRM 20 [9] 3. Ammo (LRM 20) 6 [12] 4. Roll Again 5. Roll Again 6. Roll Again	<b>Center Torso</b> Low (1-3) 1. Engine 2. Engine 3. Engine 4. Gyro 5. Gyro 6. Gyro High (4-6) 1. Gyro 2. Engine 3. Engine 4. Engine 5. Machine Gun [7] 6. Roll Again	<b>Right Torso</b> Low (1-3) 1. Engine 2. Engine 3. Machine Gun [8] 4. LRM 20 [10] 5. LRM 20 [10] 6. LRM 20 [10] High (4-6) 1. LRM 20 [10] 2. Ammo (MG) 200 [11] 3. Ammo (LRM 20) 6 [13] 4. Roll Again 5. Roll Again 6. Roll Again								
<b>Left Leg</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	<table border="1"> <tr> <td>Engine Hits:</td> <td>O O O</td> </tr> <tr> <td>Gyro Hits:</td> <td>O O</td> </tr> <tr> <td>Sensor Hits:</td> <td>O O</td> </tr> <tr> <td>Life Support:</td> <td>O</td> </tr> </table> Battle Value: 2,072 Cost: 24,129,766 C-bills Damage: 90 Heat: 54	Engine Hits:	O O O	Gyro Hits:	O O	Sensor Hits:	O O	Life Support:	O	<b>Right Leg</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
Engine Hits:	O O O									
Gyro Hits:	O O									
Sensor Hits:	O O									
Life Support:	O									

Warrior Data														
Name: Ulric Kerensky Affiliation: Clan Wolf Experience: Veteran Gunnery Skill: <b>1</b> Piloting Skill: <b>2</b> Kills: OOOO OOOO OOOO OOOO														
<table border="1"> <tr> <td>Hits Taken:</td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> </tr> <tr> <td>Consciousness:</td> <td>3</td> <td>5</td> <td>7</td> <td>10</td> <td>11</td> <td>X</td> </tr> </table>	Hits Taken:	1	2	3	4	5	6	Consciousness:	3	5	7	10	11	X
Hits Taken:	1	2	3	4	5	6								
Consciousness:	3	5	7	10	11	X								

Heat Scale
<input type="checkbox"/> Heat Overflow
- 30 Shutdown
- 29
- 28 Ammo Explosion, avoid on 8+
- 27
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- 21
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- 16
- 15 -3 Movement Points
- 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- 12
- 11 -2 Movement Points
- 10
- 9
- 8 +1 Modifier to Fire
- 7
- 6
- 5 -1 Movement Points
- 4
- 3
- 2
- 1
- 0

Weapons and Ammunition									
Loc	Type	Heat	Damage	Min	Short	Medium	Long	Mod	Ammunition
LA	ER Laser (Large)	12	10	-	1-8	9-15	16-25	-	RT MG [200]
RA	ER Laser (Large)	12	10	-	1-8	9-15	16-25	-	LT LRM 20 [6] oooooo
LA	ER Laser (Medium)	5	7	-	1-5	6-10	11-15	-	RT LRM 20 [6] oooooo
RA	ER Laser (Medium)	5	7	-	1-5	6-10	11-15	-	
LT	ER Laser (Small)	2	5	-	1-2	3-4	5-6	-	
LT	Pulse Laser (Medium)	4	7	-	1-4	5-8	9-12	-2	
CT	Machine Gun	0	2	-	1	2	3	-	
RT	Machine Gun	0	2	-	1	2	3	-	
LT	LRM 20	6	6-20	-	1-7	8-14	15-21	-	
RT	LRM 20	6	6-20	-	1-7	8-14	15-21	-	

# BATTLETECH

Heavy OmniMech Technical Readout

REMLAB 2.9.4 BETA  
remlab.sourceforge.net  
Created on Feb 15, 2009

## Mad Cat (Prime)

**Mass:** 75 tons

**Chassis:** Endo Steel

**Power Plant:** GM 375 XL

**Cruising Speed:** 54 kph

**Maximum Speed:** 85 kph

**Jump Jets:** none

**Jump Capacity:** none

**Armor:** Ferro-Fibrous

### Armament:

ER Laser (Large)

ER Laser (Large)

ER Laser (Medium)

ER Laser (Medium)

ER Laser (Small)

Pulse Laser (Medium)

Machine Gun

Machine Gun

LRM 20

LRM 20

**Communications System:** Standard

**Targeting & Tracking System:** Standard

## Overview

The Inner Sphere's first brush with an OmniMech was with a Mad Cat on The Rock, Oberon Confederation, 13 August 3049. It was from a broadcast by a member of the Kell Hounds mercenary unit that Our Blessed Order learned of these machines and their mysterious masters. ComStar named this design the Mad Cat because its hunched-over torso is common to both the Marauder and Catapult. The Mad Cat is an exceptional combination of an XL Class engine, Endo Steel internal structure, Ferro-Fibrous armor, and double heat sinks.

## Capabilities

The most common configuration of the Mad Cat carries impressive firepower, starting with double LRM-20 racks on the shoulders. The weapons pods on the arms each contain an extended-range large laser and extended-range medium laser. The Mad Cat also incorporates pulse technology, with a medium pulse laser in its left torso. Two machine guns round out its weapon array.

Alternate Configuration A carries a short-range missile launcher on its right shoulder instead of LRM's, and a box-mount package of three medium pulse lasers in the left shoulder. It also features a particle projection cannon in each arm, with a small laser in the center torso.

Somewhat less common is a version that mounts a Gauss Rifle in its right arm. Its left arm carries a large pulse laser and a small pulse laser. The version B Mad Cat makes use of the Artemis IV fire-control system for the LRM-10 rack on its left shoulder and the SRM-4 on its right shoulder.

The Mad Cat C also concentrates more firepower in its arm weapons pods. Its right arm carries the Ultra-5 autocannon, while the left has two extended-range large lasers. These leave enough pod weight for an LRM-15 launcher on each shoulder and an anti-missile system in the left torso.

Though rarely seen, Configuration D of the Mad Cat carries an especially unusual array of weapons. Apparently designed to fight in the enemy's midst, this version has double Streak SRM-6 launchers mounted on each shoulder, one pointing forward, and the other to the rear. Each arm packs the devastating firepower of an extended-range particle projection cannon, and the center torso holds an extended-range small laser.

## Deployment

The Mad Cat is the favorite 'Mech of the Wolf Clan. It can claim a large share of the credit for the Wolves' great successes and there is no apparent explanation why it appears in only moderate numbers with the other Clans.

Type:	<b>Mad Cat (Prime)</b>
Technology Base:	Clan / 3050
Ruleset:	Standard (3rd edition)
Tonnage:	75
Cost:	24,129,766 C-bills
Battle Value:	2,072

Equipment		Mass
Internal Structure:	Endo Steel	4.0
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	16 [32]	6.0
Gyro:		4.0
Cockpit:		3.0
Armor Factor:	231	12.0
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	36
Center Torso (rear)		10
L/R Torso	16/16	25/25
L/R Torso (rear)		7/7
L/R Arms	12/12	24/24
L/R Legs	16/16	32/32

Weapons and Ammo	Location	Crits	Tons
ER Laser (Large)	LA	1	4.0
ER Laser (Large)	RA	1	4.0
ER Laser (Medium)	LA	1	1.0
ER Laser (Medium)	RA	1	1.0
ER Laser (Small)	LT	1	0.5
Pulse Laser (Medium)	LT	1	2.0
Machine Gun	CT	1	0.25
Machine Gun	RT	1	0.25
LRM 20	LT	4	5.0
LRM 20	RT	4	5.0
Ammo (MG) 200	RT	1	1.0
Ammo (LRM 20) 6	LT	1	1.0
Ammo (LRM 20) 6	RT	1	1.0

## BattleForce 2

MP	Damage PB/M/L	Overheat	Class
5	10/9/7	6	H
Armor/Structure	Point Value	Specials	
6/4	21	omni	