

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Sun Bear A
Movement Points:
Walking: 5
Running: 8
Jumping: 0
Engine Type: 275 XL
Tonnage: 55
Tech Base: Clan
Rules Level: Standard
Role: Skirmisher

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
6	ER Medium Laser	LA	5	7 [DE]	—	5	10	15	
6	ER Medium Laser	RA	5	7 [DE]	—	5	10	15	

BV: 2,418



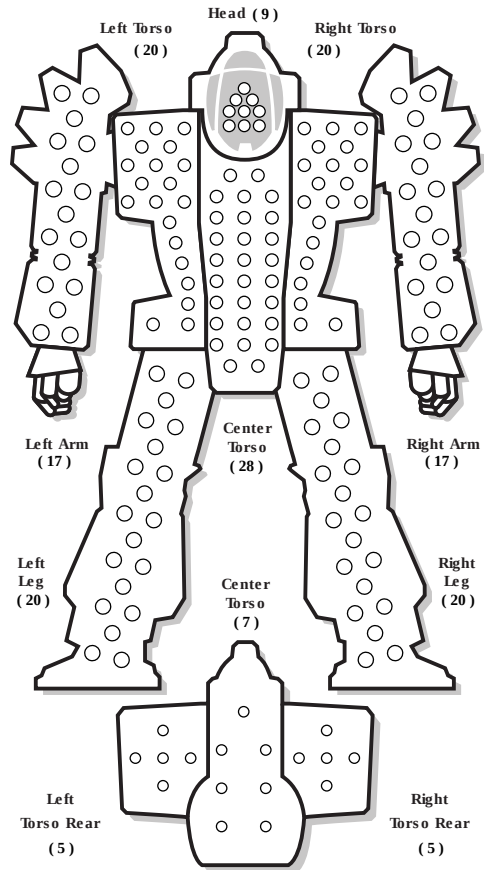
WARRIOR DATA

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

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

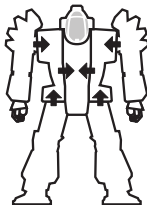
ARMOR DIAGRAM

Standard Armor



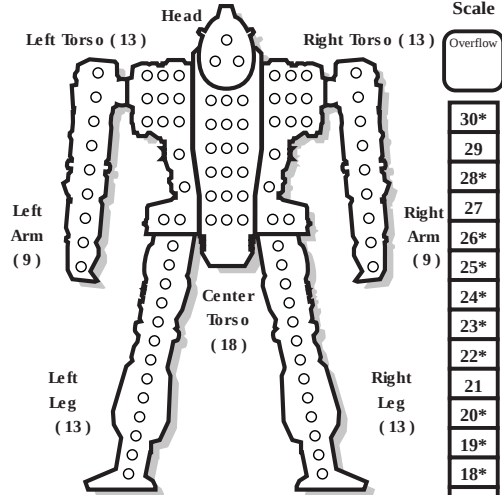
CRITICAL TABLE

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. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. ER Medium Laser		5. Sensors		5. ER Medium Laser
	6. ER Medium Laser		6. Life Support		6. ER Medium Laser
Left Torso		Center Torso		Right Torso	
1-3	1. ER Medium Laser	1-3	1. XL Fusion Engine	1-3	1. ER Medium Laser
	2. ER Medium Laser		2. XL Fusion Engine		2. ER Medium Laser
	3. ER Medium Laser		3. XL Fusion Engine		3. ER Medium Laser
	4. ER Medium Laser		4. Gyro		4. ER Medium Laser
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
4-6	1. Double Heat Sink	4-6	1. Gyro	4-6	1. XL Fusion Engine
	2. Double Heat Sink		2. XL Fusion Engine		2. XL Fusion Engine
	3. Double Heat Sink		3. XL Fusion Engine		3. Double Heat Sink
	4. Double Heat Sink		4. Double Heat Sink		4. Double Heat Sink
	5. Double Heat Sink		5. Double Heat Sink		5. Double Heat Sink
	6. Double Heat Sink		6. Double Heat Sink		6. Double Heat Sink
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. Double Heat Sink		5. Double Heat Sink		
	6. Double Heat Sink		6. Double Heat Sink		
				Damage Transfer Diagram	



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 23 (46)
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*
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