

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Star Adder (Blood Asp) T

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Engine Type: 360 XL

Tonnage: 90

Tech Base: Mixed

Rules Level: Standard

Role: Brawler

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser (C)	LA	12	10 [DE]	—	8	15	25
2	ER Medium Laser (C)	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser (C)	RA	12	10 [DE]	—	8	15	25
2	ER Medium Laser (C)	RA	5	7 [DE]	—	5	10	15
1	Plasma Rifle	LT	10	10 [DE,H]	—	5	10	15
1	Plasma Rifle	RT	10	10 [DE,H]	—	5	10	15
1	SRM 6 (C)	CT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (Plasma Rifle) 50, (SRM 6) 15

BV: 3,069



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Large Laser

1-3

- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Plasma Rifle [IS]
- Plasma Rifle [IS]
- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

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

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- Supercharger

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- ER Large Laser
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Roll Again

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Plasma Rifle [IS]
- Plasma Rifle [IS]

1-3

- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Ammo (SRM 6) 15
- CASE II
- Endo Steel
- Roll Again

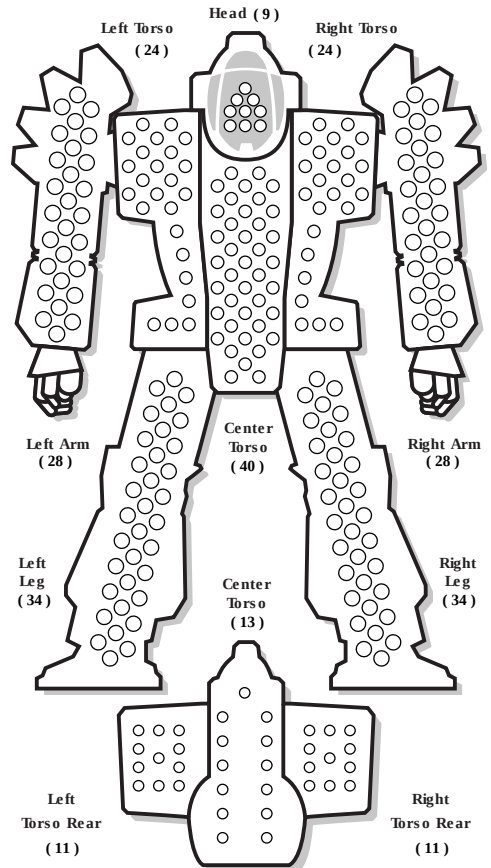
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

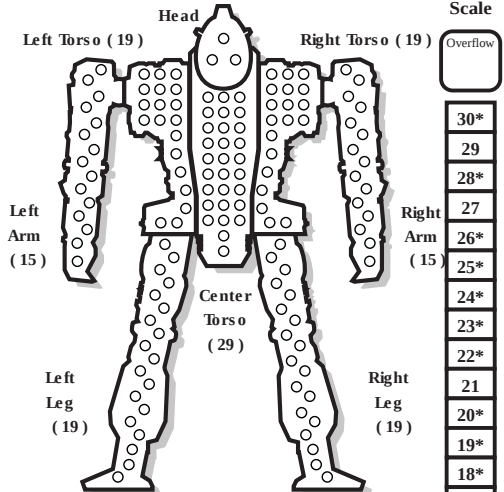
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 22 (44)
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	○○○○