

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Sun Spider C

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 350 XL

Tonnage: 70

Tech Base: Clan

Rules Level: Standard

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
2	LRM 15	LA	5	1/Msl [M,C,S]	—	7	14	21
2	LRM 15	RA	5	1/Msl [M,C,S]	—	7	14	21
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

Ammo: (LRM 15) 32, (LRM 20) 12

BV: 2,463



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- LRM 15
- LRM 15
- LRM 15

1-3

Head

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

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- LRM 15
- LRM 15
- LRM 15

4-6

Center Torso

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

1-3

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

1-3

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

4-6

Left Leg (CASE)

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ammo (LRM 20) 6



Damage Transfer Diagram

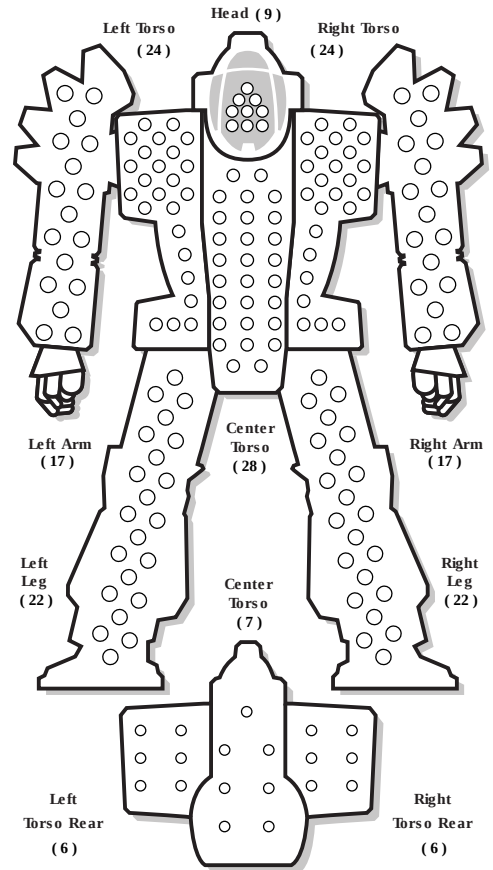
Right Leg (CASE)

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ammo (LRM 20) 6

4-6

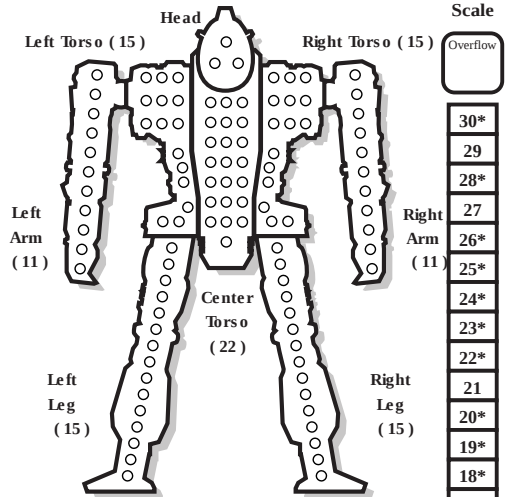
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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