

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Sun Spider D

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
Consciousness #

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LA	7	20/Sht	—	4	8	12
				[DB,R/C]				
1	Ultra AC/20	RA	7	20/Sht	—	4	8	12
				[DB,R/C]				
1	ECM Suite	LT	—	[E]	—	—	—	6
2	Heavy Machine Gun	RT	—	3 [DB,AI]	—	1	2	—

Ammo: (Heavy Machine Gun) 100, (Ultra AC/20) 20

BV: 2,037

CRITICAL TABLE

Left Arm

1. Shoulder

2. Upper Arm Actuator

3. Endo Steel

1-3 4. Ultra AC/20

5. Ultra AC/20

6. Ultra AC/20

Head

1. Life Support

2. Sensors

3. Cockpit

4. Endo Steel

5. Sensors

6. Life Support

Right Arm

1. Shoulder

2. Upper Arm Actuator

3. Endo Steel

1-3 4. Ultra AC/20

5. Ultra AC/20

6. Ultra AC/20

Center Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

1-3 4. Gyro

5. Gyro

6. Gyro

Left Torso (CASE)

1. XL Fusion Engine

2. XL Fusion Engine

3. Endo Steel

1-3 4. Endo Steel

5. Ferro-Fibrous

6. Ferro-Fibrous

Right Torso (CASE)

1. XL Fusion Engine

2. XL Fusion Engine

3. Endo Steel

1-3 4. Endo Steel

5. Ferro-Fibrous

6. Ferro-Fibrous

Left Leg (CASE)

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Ferro-Fibrous

6. Ammo (Ultra AC/20) 5

Engine Hits ○○○○

Gyro Hits ○○○○

Sensor Hits ○○○○

Life Support ○

Right Leg (CASE)

1. Hip

2. Upper Leg Actuator

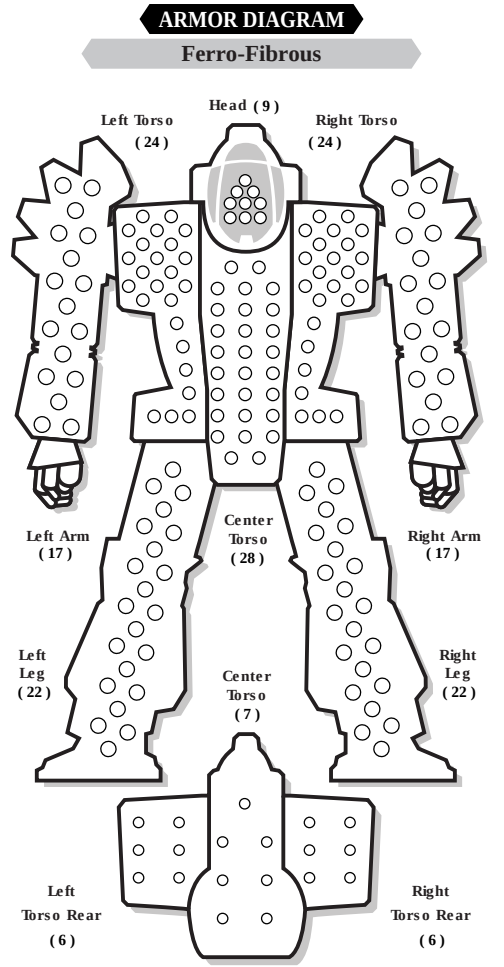
3. Lower Leg Actuator

4. Foot Actuator

5. Ferro-Fibrous

6. Ammo (Ultra AC/20) 5

Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM

Endo Steel

Heat Scale

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
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HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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	○○○