

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Spirit Walker A

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 75

Tech Base: Clan

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	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Small Pulse Laser	LT	2	3 [P,AI]	—	2	4	6
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Small Pulse Laser	RT	2	3 [P,AI]	—	2	4	6
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Active Probe	CT	—	[E]	—	—	—	5
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6

Ammo: (Gauss) 16, (Machine Gun) 100

BV: 1,965



CRITICAL TABLE

Left Arm

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

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- ER Medium Laser
- Small Pulse Laser
- Machine Gun
- Ammo (Machine Gun) 100
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Active Probe
- Roll Again

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- ER Medium Laser
- Roll Again

4-6

Right Torso

- ER Medium Laser
- Small Pulse Laser
- Machine Gun
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Targeting Computer

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Roll Again
- Roll Again
- Roll Again

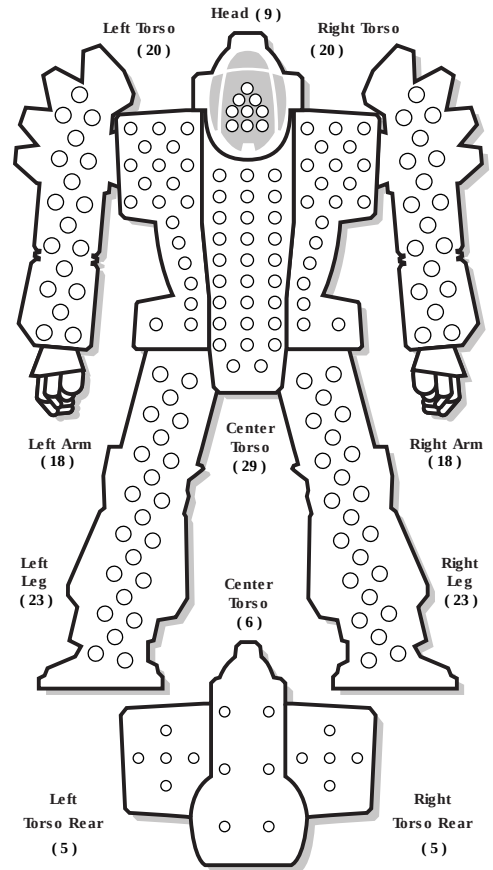
4-6

Right Leg

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

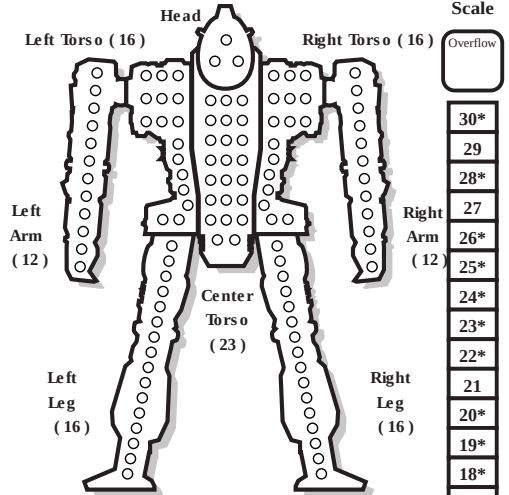
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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