

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

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

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25	
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15	
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25	
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15	
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 20) 12

BV: 2,105



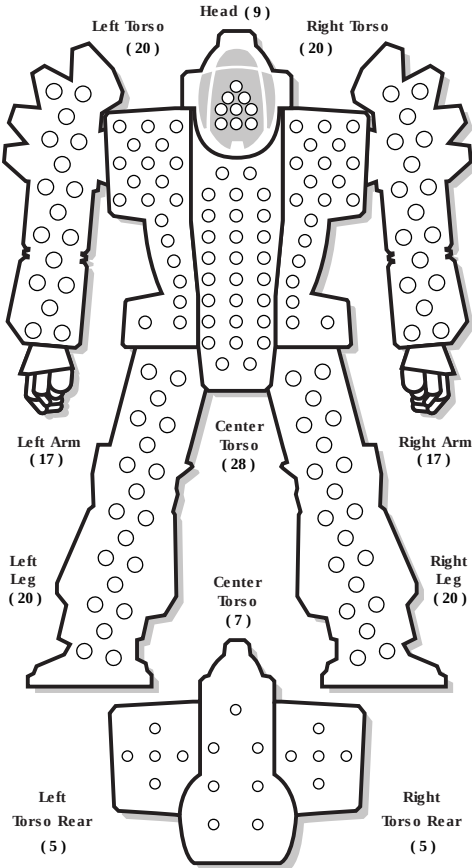
WARRIOR DATA

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

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

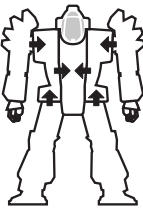
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

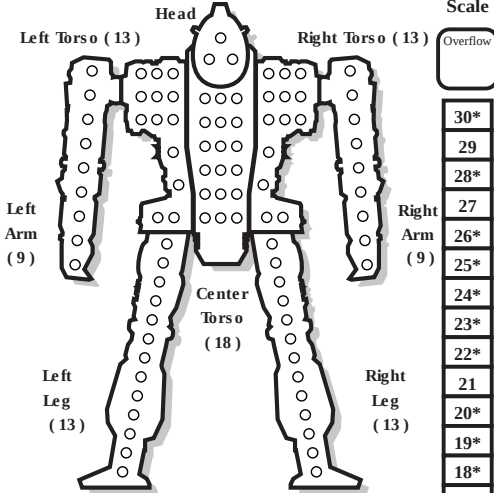
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. ER Large Laser		5. Sensors		5. ER Large Laser
	6. ER Medium Laser		6. Life Support		6. ER Medium Laser
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. Roll Again	1-3	1. XL Fusion Engine	1-3	1. Roll Again
	2. Roll Again		2. XL Fusion Engine		2. Roll Again
	3. Roll Again		3. XL Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
1-3	1. LRM 20	4-6	1. Gyro	1-3	1. LRM 20
	2. LRM 20		2. XL Fusion Engine		2. LRM 20
	3. Double Heat Sink		3. XL Fusion Engine		3. Double Heat Sink
	4. Double Heat Sink		4. XL Fusion Engine		4. Double Heat Sink
	5. LRM 20		5. Roll Again		5. LRM 20
	6. LRM 20		6. Roll Again		6. LRM 20
4-6	1. LRM 20	Engine Hits ○○○○ Gyro Hits ○○○○ Sensor Hits ○○○○ Life Support ○		4-6	1. LRM 20
	2. LRM 20				2. LRM 20
	3. Ammo (LRM 20) 6				3. Ammo (LRM 20) 6
	4. Roll Again				4. Roll Again
	5. Roll Again				5. Roll Again
	6. Roll Again				6. Roll Again
Left Leg		Right Leg		Damage Transfer Diagram	
1-3	1. Hip	1-3	1. Hip		
	2. Upper Leg Actuator		2. Upper Leg Actuator		
	3. Lower Leg Actuator		3. Lower Leg Actuator		
	4. Foot Actuator		4. Foot Actuator		
	5. Roll Again		5. Roll Again		
	6. Roll Again		6. Roll Again		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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