

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Star Adder (Blood Asp) I

Movement Points: **Tonnage:** 90
Walking: 4 **Tech Base:** Mixed
Running: 6 **Rules Level:** Advanced
Jumping: 0 **Role:** Brawler
Engine Type: 360 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Re-engineered Laser	LA	9	9 [P]	—	5	10	15
1	Large Re-engineered Laser	RA	9	9 [P]	—	5	10	15
4	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	Imp. Heavy Gauss Rifle	CT/RT	2	22 [DB,X]	3	6	12	19

Ammo: (iHeavy Gauss) 16

BV: 2,242



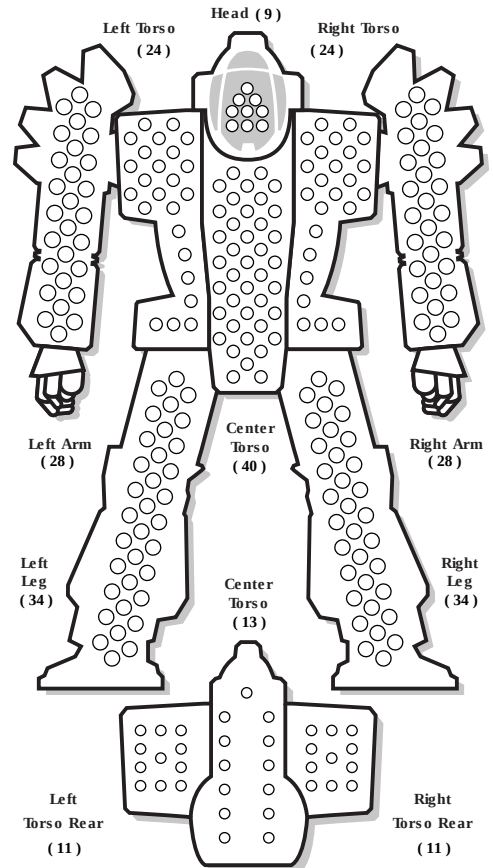
WARRIOR DATA

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

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

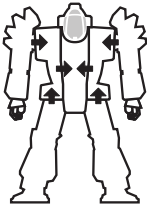
ARMOR DIAGRAM

Standard Armor



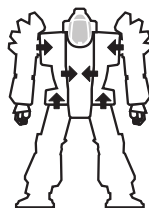
CRITICAL TABLE

Left Arm 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 1-3 4. Large Re-engineered Laser [IS] 5. Large Re-engineered Laser [IS] 6. Large Re-engineered Laser [IS]	1. Life Support 2. Sensors 3. Cockpit 4. Endo Steel 5. Sensors 6. Life Support	Right Arm 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 1-3 4. Large Re-engineered Laser [IS] 5. Large Re-engineered Laser [IS] 6. Large Re-engineered Laser [IS]
1-3 1. Large Re-engineered Laser [IS] 2. Large Re-engineered Laser [IS] 4-6 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Roll Again	Center Torso (CASE) 1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 1-3 4. Gyro 5. Gyro 6. Gyro	1. Large Re-engineered Laser [IS] 2. Large Re-engineered Laser [IS] 4-6 3. Endo Steel 4. Roll Again 5. Roll Again 6. Roll Again
Left Torso 1. XL Fusion Engine 2. XL Fusion Engine 1-3 3. ER Small Laser 4. ER Small Laser 5. ER Small Laser 6. ER Small Laser	4-6 1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Imp. Heavy Gauss Rifle [IS] 6. Imp. Heavy Gauss Rifle [IS]	Right Torso (CASE) 1. XL Fusion Engine 2. XL Fusion Engine 3. Imp. Heavy Gauss Rifle [IS] 4. Imp. Heavy Gauss Rifle [IS] 5. Imp. Heavy Gauss Rifle [IS] 6. Imp. Heavy Gauss Rifle [IS]
1-3 1. Ammo (iHeavy Gauss) 4 2. Ammo (iHeavy Gauss) 4 4-6 3. Ammo (iHeavy Gauss) 4 4. Ammo (iHeavy Gauss) 4 5. Endo Steel 6. Roll Again	Engine Hits ○ ○ ○ Gyro Hits ○ ○ ○ Sensor Hits ○ ○ ○ Life Support ○	4-6 1. Imp. Heavy Gauss Rifle [IS] 2. Imp. Heavy Gauss Rifle [IS] 3. Imp. Heavy Gauss Rifle [IS] 4. Imp. Heavy Gauss Rifle [IS] 5. Imp. Heavy Gauss Rifle [IS] 6. Endo Steel
Left Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again		Right Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again



Damage Transfer Diagram

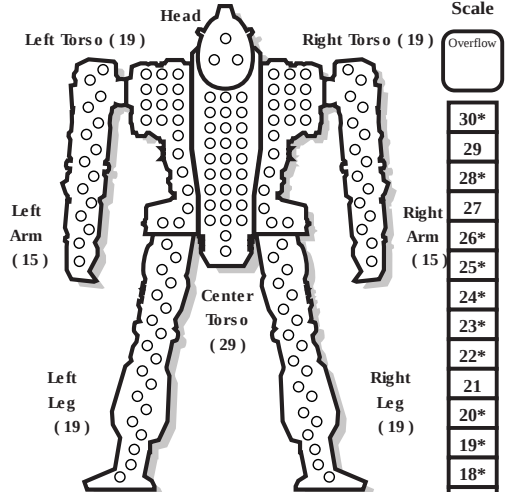
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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	○○○○

Heat Scale

Heat Scale
30*
29
28*
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