

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Spirit Walker Prime
Movement Points:
Walking: 4
Running: 6
Jumping: 0
Engine Type: 300 Fusion
Tonnage: 75
Tech Base: Clan
Rules Level: Standard
Role: Sniper

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	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Active Probe	CT	—	[E]	—	—	—	5
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6

BV: 2,115



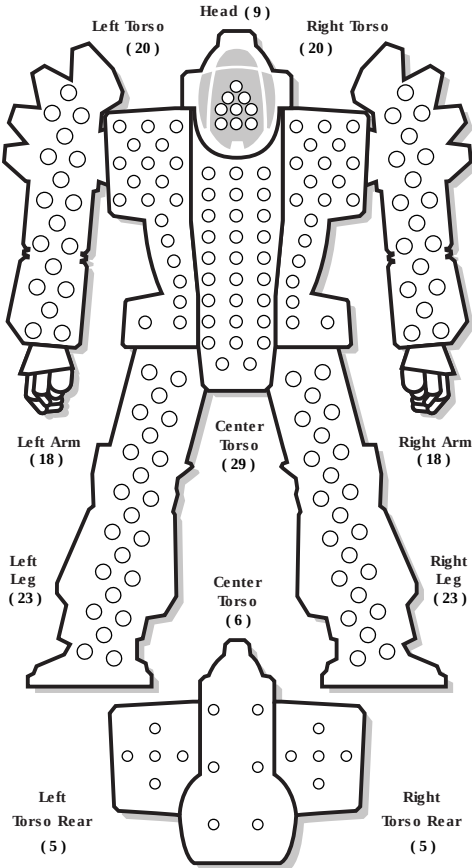
WARRIOR DATA

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

- 1-3
- ER Large Laser
 - Medium Pulse Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- 4-6
- ER Large Laser
 - Medium Pulse Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

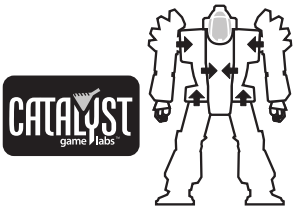
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

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

- Center Torso
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Active Probe
 - Roll Again

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



Damage Transfer Diagram

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

- 1-3
- ER Large Laser
 - Medium Pulse Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- 4-6
- ER Large Laser
 - Medium Pulse Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

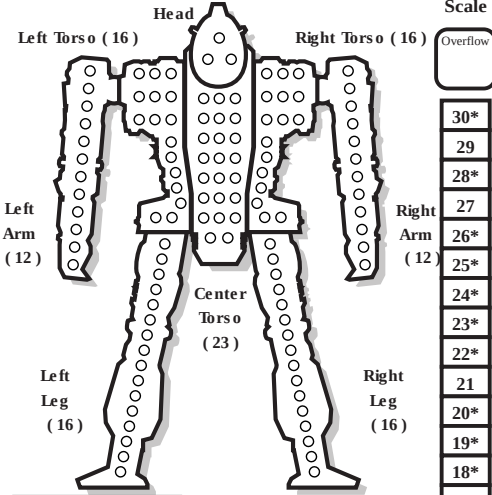
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

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

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