

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Man O' War (Gargoyle) A
Movement Points: **Tonnage:** 80
Walking: 5 **Tech Base:** Clan
Running: 8 **Rules Level:** Standard
Jumping: 0 **Role:** Skirmisher
Engine Type: 400 XL

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20	
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12	
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15	
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6	
2	ER PPC	RA	15	15 [DE]	—	7	14	23	

BV: 2,689



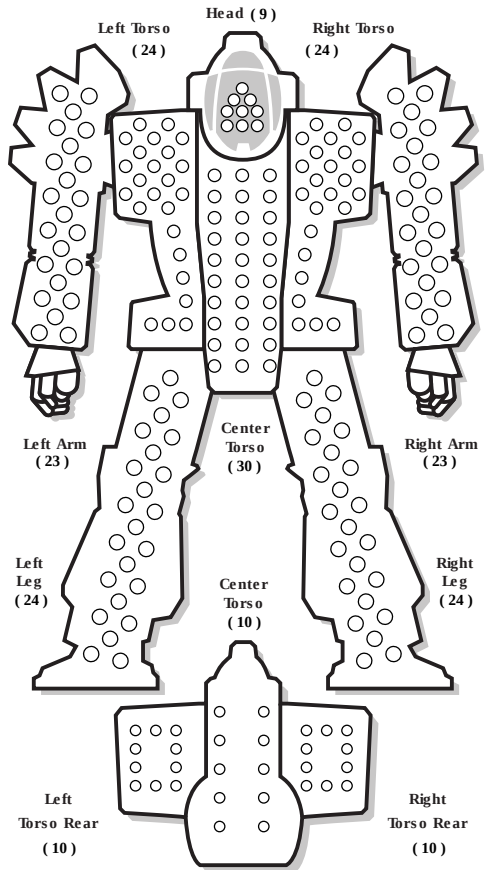
WARRIOR DATA

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

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

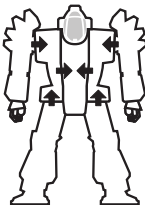
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

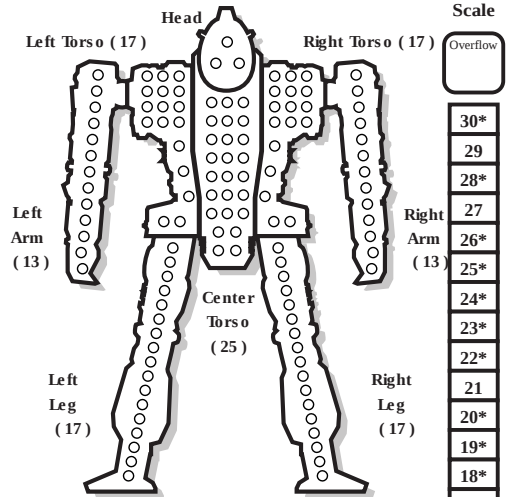
Left Arm		Head		Right Arm		
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder	
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator	
	3. Lower Arm Actuator		3. Cockpit		3. ER PPC	
	4. Hand Actuator		4. Ferro-Fibrous		4. ER PPC	
	5. Large Pulse Laser		5. Sensors		5. ER PPC	
	6. Large Pulse Laser		6. Life Support		6. ER PPC	
Left Torso		Center Torso		Right Torso		
4-6	1. Medium Pulse Laser	1-3	1. XL Fusion Engine	4-6	1. Ferro-Fibrous	
	2. ER Medium Laser		2. XL Fusion Engine		2. Roll Again	
	3. ER Small Laser		3. XL Fusion Engine		3. Roll Again	
	4. Ferro-Fibrous		4. Gyro		4. Roll Again	
	5. Roll Again		5. Gyro		5. Roll Again	
	6. Roll Again		6. Gyro		6. Roll Again	
1-3	1. Roll Again	4-6	1. Gyro	1-3	1. XL Fusion Engine	
	2. Roll Again		2. XL Fusion Engine		2. XL Fusion Engine	
	3. Roll Again		3. XL Fusion Engine		3. Ferro-Fibrous	
	4. Roll Again		4. XL Fusion Engine		4. Ferro-Fibrous	
	5. Roll Again		5. Roll Again		5. Roll Again	
	6. Roll Again		6. Roll Again		6. Roll Again	
4-6	1. Roll Again	Engine Hits ○○○○		4-6	1. Roll Again	
	2. Roll Again	Gyro Hits ○○○○			2. Roll Again	
	3. Roll Again	Sensor Hits ○○○○			3. Roll Again	
	4. Roll Again	Life Support ○			4. Roll Again	
	5. Roll Again				5. Roll Again	
	6. Roll Again				6. Roll Again	
Left Leg		Right Leg		Damage Transfer Diagram		
	1. Hip		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: 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