BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Man O' War (Gargoyle) M

Movement Points:		**Tonnage:**	80
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper
Engine Type:	400 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	HAG/20	RA	4	20 [C,F,X]	2	8	16	24
3	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9

Ammo: (HAG/20) 18, (SRM 2) 50

BV: 2,155

WARRIOR DATA

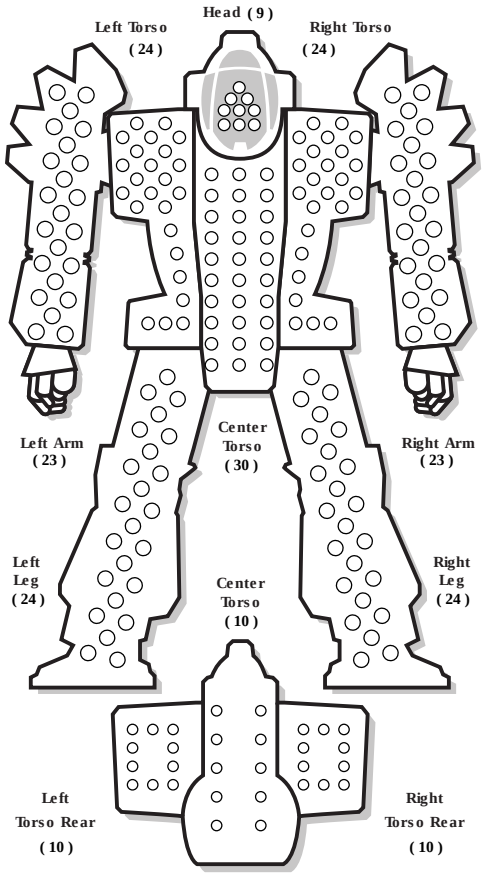
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

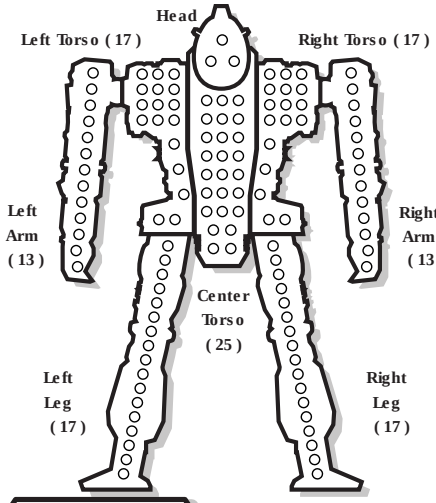
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **ER PPC**
4. **ER PPC**
5. Ferro-Fibrous
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **SRM 2**
4. **SRM 2**
5. **SRM 2**
6. **Ammo (SRM 2) 50**

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Roll Again
6. Roll Again

Head

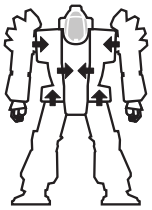
1. **Life Support**
2. **Sensors**
3. **Cockpit**
4. Ferro-Fibrous
5. **Sensors**
6. **Life Support**

Center Torso

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **Gyro**
5. **Gyro**
6. **Gyro**

4-6
1. **Gyro**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **XL Fusion Engine**
5. Roll Again
6. Roll Again

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



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **HAG/20**
4. **HAG/20**
5. **HAG/20**
6. **HAG/20**

4-6
1. **HAG/20**
2. **HAG/20**
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **Ammo (HAG/20) 6**
4. **Ammo (HAG/20) 6**
5. **Ammo (HAG/20) 6**
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
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

HEAT DATA

Double Heat Sinks: 16 (32)

Heat Level*	Effects	
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	

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