

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Masakari (Warhawk) A

Movement Points: **Tonnage:** 85
Walking: 4 **Tech Base:** Clan
Running: 6 **Rules Level:** Standard
Jumping: 0 **Role:** Sniper
Engine Type: 340 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: (LB-10X) 10, (LB-10X Cluster) 10, (LRM 15) 8, (Streak SRM 6) 15

BV: 2,327



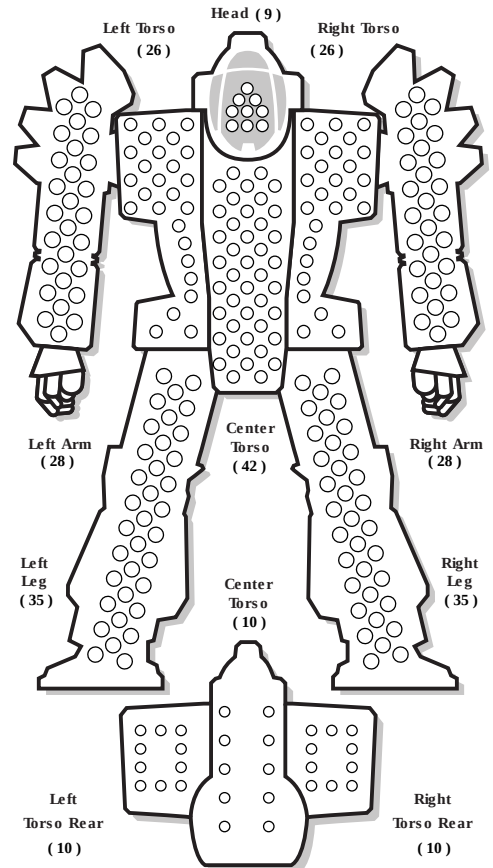
WARRIOR DATA

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

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

ARMOR DIAGRAM

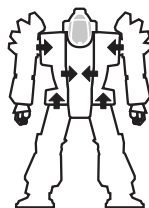
Ferro-Fibrous



CRITICAL TABLE

Left Arm (CASE)		Head		Right Arm (CASE)	
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. LB 10-X AC
	4. ER Large Laser		4. Ferro-Fibrous		4. LB 10-X AC
	5. ER Large Laser		5. Sensors		5. LB 10-X AC
	6. Streak SRM 6		6. Life Support		6. LB 10-X AC
Center Torso		Left Torso		Right Torso	
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. XL Fusion Engine		3. Double Heat Sink		3. Double Heat Sink
	4. Gyro		4. Double Heat Sink		4. Double Heat Sink
	5. Gyro		5. Double Heat Sink		5. Double Heat Sink
	6. Gyro		6. Double Heat Sink		6. Double Heat Sink
Left Torso		Right Torso		Left Leg	
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine	1-3	1. Hip
	2. XL Fusion Engine		2. XL Fusion Engine		2. Upper Leg Actuator
	3. Double Heat Sink		3. Double Heat Sink		3. Lower Leg Actuator
	4. Double Heat Sink		4. Double Heat Sink		4. Foot Actuator
	5. Double Heat Sink		5. Double Heat Sink		5. Double Heat Sink
	6. Double Heat Sink		6. Double Heat Sink		6. Double Heat Sink
Left Leg		Right Leg		Engine Hits	
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine	Gyro Hits	
	2. XL Fusion Engine		2. XL Fusion Engine	Sensor Hits	
	3. Double Heat Sink		3. Double Heat Sink	Life Support	
	4. Double Heat Sink		4. Double Heat Sink		
	5. Double Heat Sink		5. Double Heat Sink		
	6. Double Heat Sink		6. Double Heat Sink		

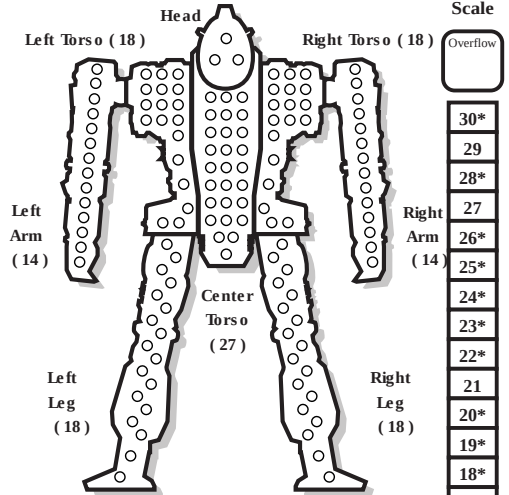
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 20 (40)
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
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