

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Man O' War (Gargoyle) K

Movement Points:

Walking: 5

Running: 8 [10]

Jumping: 0

Engine Type: 400 XL

Tonnage: 80

Tech Base: Mixed

Rules Level: Standard

Role: Skirmisher

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Imp. Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9
1	Hatchet	RA	—	16	—	—	—	—
1	Streak SRM 4 (C)	LT	3	2/Msl [M,C]	—	4	8	12
1	Streak SRM 4 (C)	RT	3	2/Msl [M,C]	—	4	8	12
1	Active Probe	RT	—	[E]	—	—	—	5
1	Streak SRM 4 (C)	CT	3	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 4) 25

BV: 2,182



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 [Imp. Heavy Medium Laser
- 1-3 [Imp. Heavy Medium Laser
- 1-3 [Imp. Heavy Medium Laser
- 1-3 [Imp. Heavy Medium Laser

- 1-3 [Imp. Heavy Medium Laser
- 1-3 [Imp. Heavy Medium Laser
- 1-3 [Imp. Heavy Medium Laser
- 1-3 [Imp. Heavy Medium Laser
- 1-3 Ferro-Fibrous
- 1-3 Roll Again

Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 4
- 1-3 Ammo (Streak SRM 4) 25
- CASE II
- Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 1-3 Gyro
- 1-3 Gyro
- 1-3 Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 4
- Supercharger

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- 1-3 [Hatchet [IS]
- 1-3 [Hatchet [IS]

- 1-3 [Hatchet [IS]
- 1-3 [Hatchet [IS]
- 1-3 [Hatchet [IS]
- 1-3 [Hatchet [IS]
- 1-3 Ferro-Fibrous
- 1-3 Roll Again

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 4
- 1-3 Active Probe
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

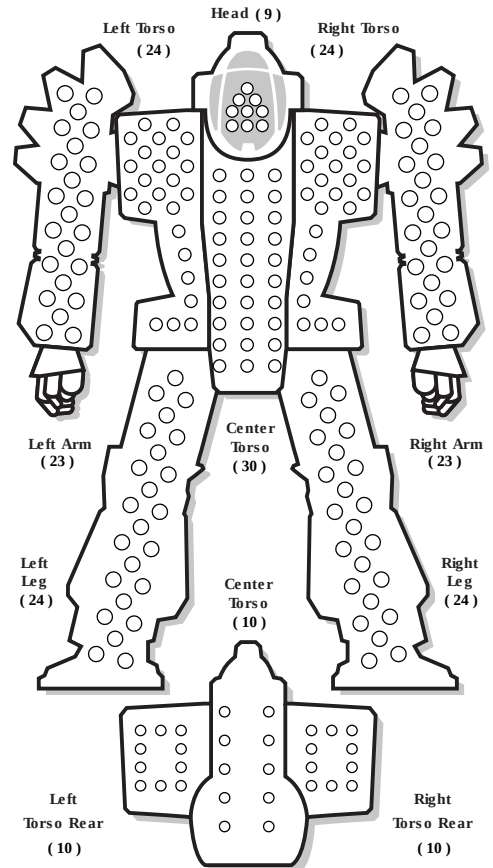


Damage Transfer Diagram



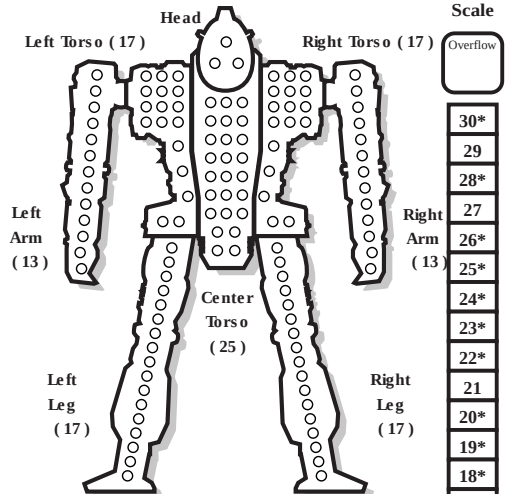
ARMOR DIAGRAM

Ferro-Fibrous



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	○○○