

# BATTLETECH™

## OMNIMECH RECORD SHEET

### MECH DATA

Type: Masakari (Warhawk) I

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 |
|-----|--------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | ER PPC             | LA  | 15 | 15 [DE]       | —   | 7   | 14  | 23  |
| 1   | ER Large Laser     | LA  | 12 | 10 [DE]       | —   | 8   | 15  | 25  |
| 1   | ER PPC             | RA  | 15 | 15 [DE]       | —   | 7   | 14  | 23  |
| 1   | ER Large Laser     | RA  | 12 | 10 [DE]       | —   | 8   | 15  | 25  |
| 1   | Targeting Computer | RT  | —  | [E]           | —   | —   | —   | —   |
| 1   | SRM 6              | CT  | 4  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |
| 1   | LRM 5              | CT  | 2  | 1/Msl [M,C,S] | —   | 7   | 14  | 21  |

Ammo: (LRM 5) 24, (SRM 6) 15

BV: 2,990



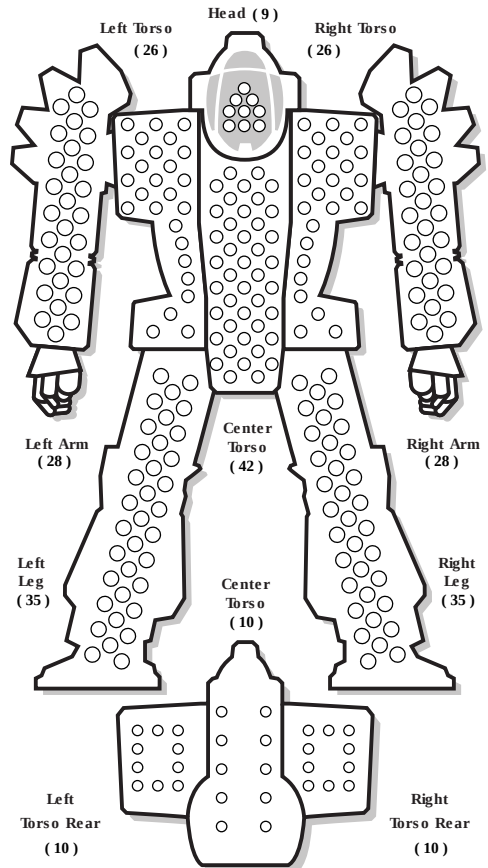
### WARRIOR DATA

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**
- Shoulder
  - Upper Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

- Center Torso**
- ER PPC
  - ER PPC
  - ER Large Laser
  - Ferro-Fibrous
  - Roll Again
  - Roll Again

- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

- Right Torso**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Ferro-Fibrous
  - Ferro-Fibrous

- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Double Heat Sink
  - Double Heat Sink

#### Head

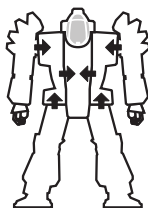
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- LRM 5

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



Damage Transfer Diagram

#### Right Arm

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

- Center Torso**
- ER PPC
  - ER PPC
  - ER Large Laser
  - Ferro-Fibrous
  - Roll Again
  - Roll Again

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Ammo (SRM 6) 15
- Ammo (LRM 5) 24

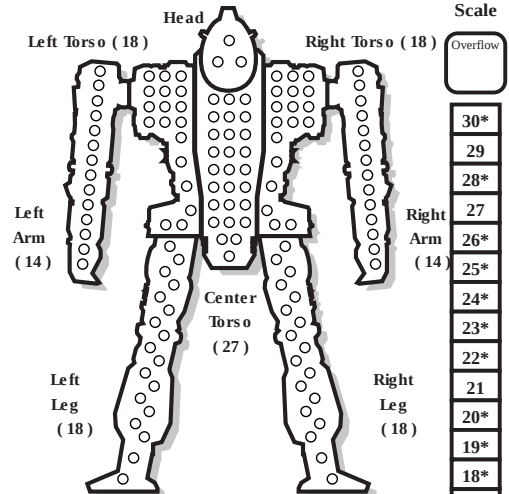
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Ferro-Fibrous
- Ferro-Fibrous

#### 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: 24 (48) |
|-------------|------------------------|----------------------------|
| 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        |