

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Man O' War (Gargoyle) Prime
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	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9	
1	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24	
1	SRM 6	RA	4	2/Msl [M,C,S]	—	3	6	9	
1	LB 5-X AC	RA	1	5 [DB,C/F/S]	3	8	15	24	
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6	

Ammo: (LB-5X) 20, (LB-5X Cluster) 20, (SRM 6) 30

BV: 1,459



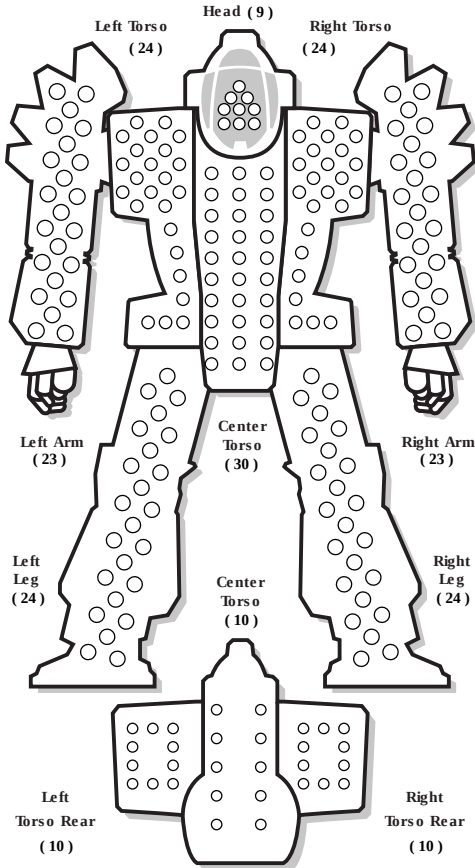
WARRIOR DATA

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
 - SRM 6
 - LB 5-X AC
 - LB 5-X AC
 - LB 5-X AC

- Center Torso**
- LB 5-X AC
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Ammo (SRM 6) 15
 - Ammo (LB-5X) 20
 - Ferro-Fibrous
 - Ferro-Fibrous

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

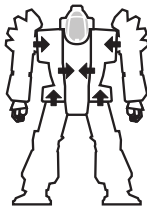
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support

- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Right Torso (CASE)**
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - ER Small Laser
 - Roll Again

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - SRM 6
 - LB 5-X AC
 - LB 5-X AC
 - LB 5-X AC

- Center Torso**
- LB 5-X AC
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

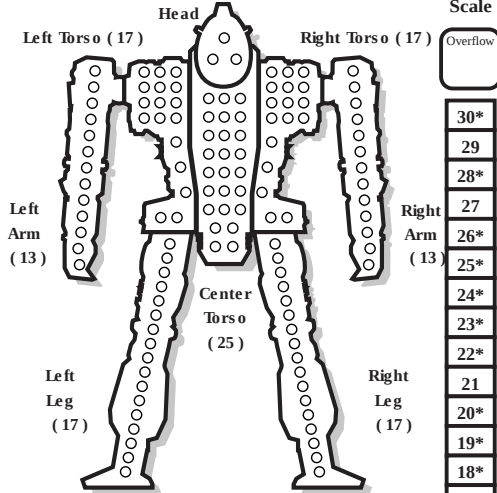
- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Ammo (SRM 6) 15
 - Ammo (LB-5X Cluster) 20
 - Ferro-Fibrous
 - Ferro-Fibrous

- 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

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