

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Man O' War (Gargoyle) F

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/2	LA	1	2/Sht	—	8	17	25
				[DB,R/C]				
1	Imp. Heavy Large Laser	RA	18	16 [DE,X]	—	5	10	15
2	ATM 3	RA	2	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	Heavy Flamer	CT	5	4 [DE,H,AI]	—	2	3	4

Ammo: (ATM 3) 40, (Heavy Flamer) 10, (RAC/2) 90

BV: 1,812



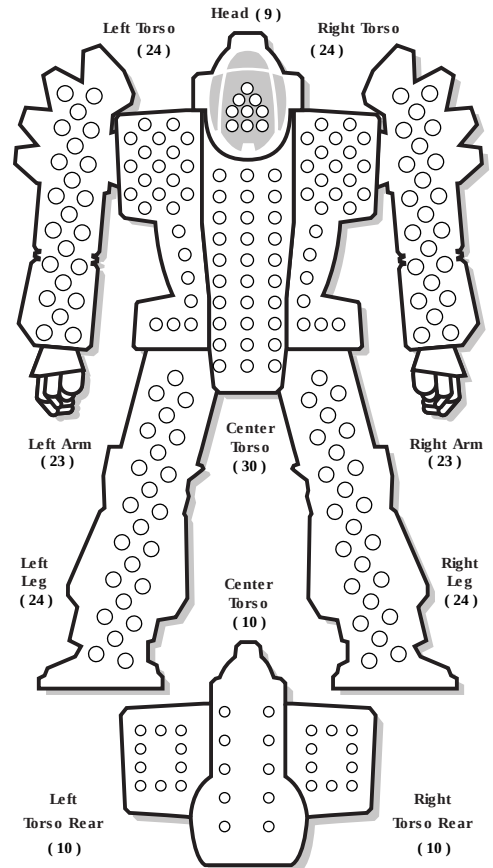
WARRIOR DATA

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

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

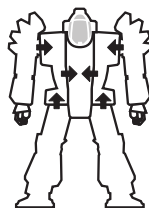
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

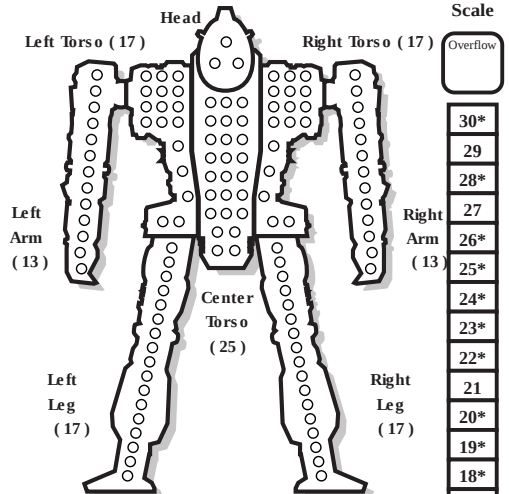
Left Arm (CASE)		Head		Right Arm (CASE)	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Rotary AC/2		3. Cockpit		3. Imp. Heavy Large Laser
	4. Rotary AC/2		4. Ferro-Fibrous		4. Imp. Heavy Large Laser
	5. Rotary AC/2		5. Sensors		5. Imp. Heavy Large Laser
	6. Rotary AC/2		6. Life Support		6. ATM 3
Left Torso		Center Torso (CASE)		Right Torso	
1-3	1. Ammo (RAC/2) 45	1-3	1. XL Fusion Engine	1-3	1. ATM 3
	2. Ammo (RAC/2) 45		2. XL Fusion Engine		2. ATM 3
	3. Ferro-Fibrous		3. XL Fusion Engine		3. ATM 3
	4. Roll Again		4. Gyro		4. Ammo (ATM 3) 20
	5. Roll Again		5. Gyro		5. Ammo (ATM 3) 20
	6. Roll Again		6. Gyro		6. Ferro-Fibrous
1-3	1. XL Fusion Engine	1-3	1. Gyro	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. Ferro-Fibrous		3. XL Fusion Engine		3. Ferro-Fibrous
	4. Ferro-Fibrous		4. XL Fusion Engine		4. Ferro-Fibrous
	5. Roll Again		5. Heavy Flamer		5. Roll Again
	6. Roll Again		6. Ammo (Heavy Flamer) 10		6. Roll Again
1-3	1. Roll Again	Engine Hits ○○○○		1-3	1. Roll Again
	2. Roll Again	Gyro Hits ○○○○			2. Roll Again
	3. Roll Again	Sensor Hits ○○○○			3. Roll Again
	4. Roll Again	Life Support ○			4. Roll Again
	5. Roll Again				5. Roll Again
	6. Roll Again				6. Roll Again
Left Leg		Right Leg		Damage Transfer Diagram	
1-3	1. Hip	1-3	1. Hip		
	2. Upper Leg Actuator		2. Upper Leg Actuator		
	3. Lower Leg Actuator		3. Lower Leg Actuator		
	4. Foot Actuator		4. Foot Actuator		
	5. Roll Again		5. Roll Again		
	6. Roll Again		6. Roll Again		



Damage Transfer Diagram

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

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	