

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Man O' War (Gargoyle) J
Movement Points: **Tonnage:** 80
Walking: 5 **Tech Base:** Clan
Running: 8 **Rules Level:** Standard
Jumping: 7 **Role:** Skirmisher
Engine Type: 400 XL

Weapons & Equipment Inventory (hexes)								
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
7	ER Small Laser	LA	2	5 [DE]	—	2	4	6
4	Imp. Heavy Medium Laser	RA	7	10 [DE,X]	—	3	6	9

BV: 2,123

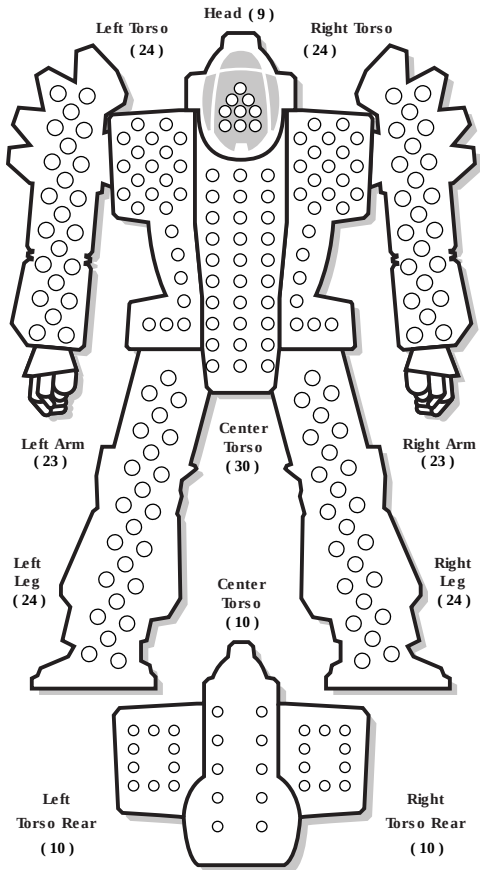
WARRIOR DATA

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

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

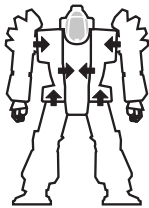
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - ER Small Laser
 - ER Small Laser
 - ER Small Laser
 - ER Small Laser
- 1-3**
- ER Small Laser
 - ER Small Laser
 - ER Small Laser
- 4-6**
- Ferro-Fibrous
 - Roll Again
 - Roll Again
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- 1-3**
- Improved Jump Jet
 - Improved Jump Jet
- 4-6**
- Ferro-Fibrous
 - Ferro-Fibrous
 - 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
- 1-3**
- Gyro
- 4-6**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- Engine Hits** ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

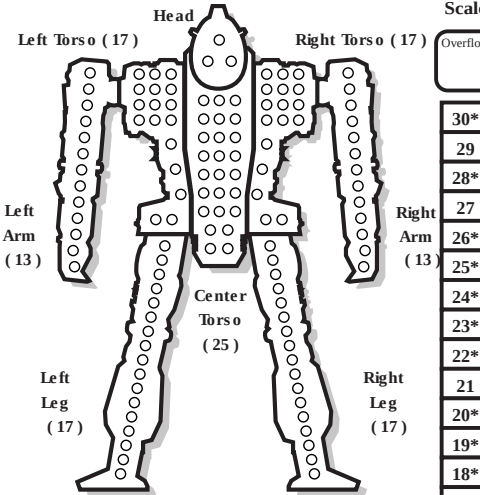


Damage Transfer Diagram

- Right Arm (CASE)**
- Shoulder
 - Upper Arm Actuator
 - Imp. Heavy Medium Laser
 - Imp. Heavy Medium Laser
 - Imp. Heavy Medium Laser
 - Imp. Heavy Medium Laser
- 1-3**
- Imp. Heavy Medium Laser
 - Imp. Heavy Medium Laser
 - Imp. Heavy Medium Laser
- 4-6**
- Imp. Heavy Medium Laser
 - Imp. Heavy Medium Laser
 - Imp. Heavy Medium Laser
 - Imp. Heavy Medium Laser
 - Roll Again
 - Roll Again
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
- 1-3**
- Improved Jump Jet
 - Improved Jump Jet
- 4-6**
- Improved Jump Jet
 - Improved Jump Jet
 - Ferro-Fibrous
 - Ferro-Fibrous
 - 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