

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Man O' War (Gargoyle) T

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

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
1	ProtoMech AC/8	LA	2	8 [DB,S]	—	3	7	10
1	Streak SRM 6	RA	4	2/Msl [M,C]	—	4	8	12
1	ProtoMech AC/8	RA	2	8 [DB,S]	—	3	7	10
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6

Ammo: (Proto AC/8) 20, (Streak SRM 6) 30

BV: 1,557



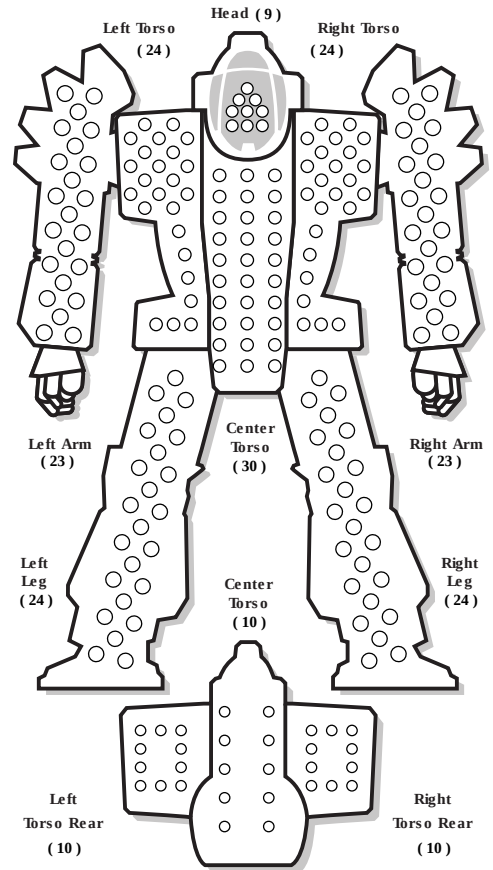
WARRIOR DATA

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

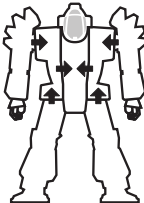
1	2	3	4	5	6
3	5	7	10	11	Dead

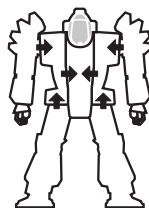
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

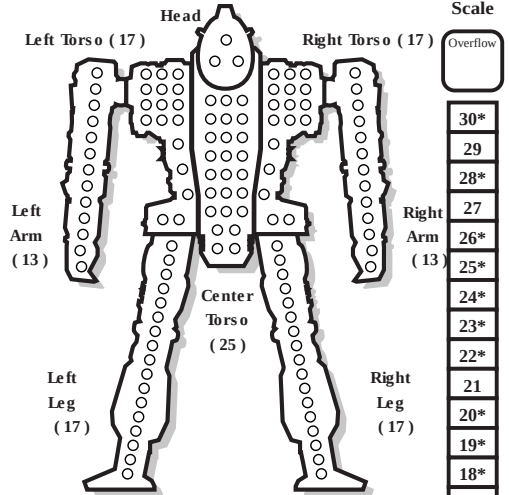
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Streak SRM 6		3. Cockpit		3. Streak SRM 6
	4. Streak SRM 6		4. Ferro-Fibrous		4. Streak SRM 6
	5. ProtoMech AC/8		5. Sensors		5. ProtoMech AC/8
	6. ProtoMech AC/8		6. Life Support		6. ProtoMech AC/8
Left Torso (CASE)		Center Torso		Right Torso (CASE)	
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine	4-6	1. ProtoMech AC/8
	2. XL Fusion Engine		2. XL Fusion Engine		2. ProtoMech AC/8
	3. Ammo (Streak SRM 6) 15		3. XL Fusion Engine		3. Ferro-Fibrous
	4. Ammo (Proto AC/8) 10		4. Gyro		4. Roll Again
	5. Ferro-Fibrous		5. Gyro		5. Roll Again
	6. Ferro-Fibrous		6. Gyro		6. Roll Again
Left Leg		Damage Transfer Diagram		Right Leg	
4-6	1. Hip		4-6	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	