# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

**Type:** Man O' War (Gargoyle) B

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

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | LRM 10 | LA | 4 | 1/Msl [M,C,S] | — | 7 | 14 | 21 |
| 1 | SRM 4 | LA | 3 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |
| 1 | Gauss Rifle | RA | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |

Ammo: (Gauss) 16, (LRM 10 Artemis) 12, (SRM 4 Artemis) 25

**BV:** 1,756

### WARRIOR DATA

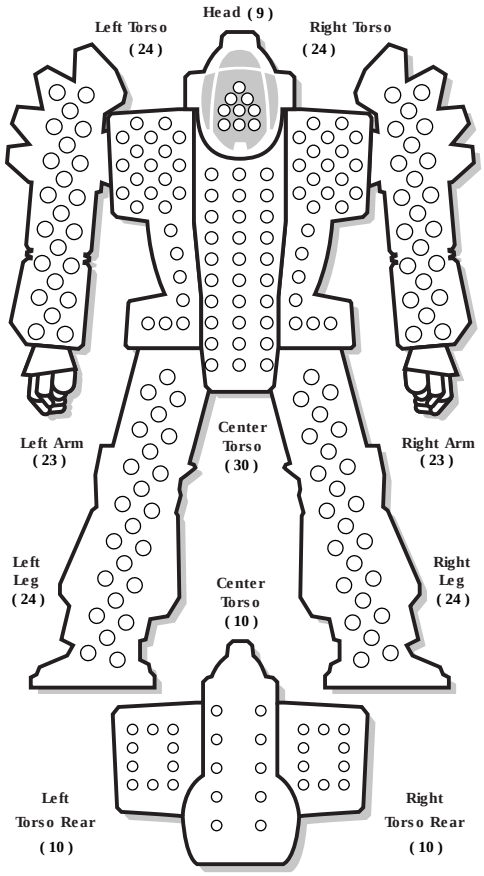
**Name:** _____

**Gunnery Skill:** _____ **Piloting Skill:** _____

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

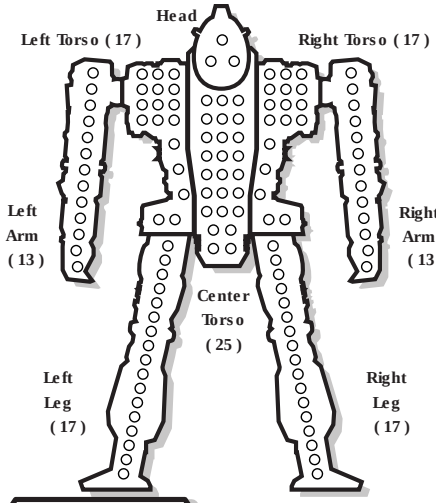
### ARMOR DIAGRAM

**Ferro-Fibrous**




### INTERNAL STRUCTURE DIAGRAM

**Standard Structure**




**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 |

### CRITICAL TABLE

**Left Arm** (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. Artemis IV FCS

4-6
1. SRM 4
2. Artemis IV FCS
3. Ammo (LRM 10 Artemis) 12
4. Ammo (SRM 4 Artemis) 25
5. Ferro-Fibrous
6. Roll Again

**Left Torso**

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

**Head**

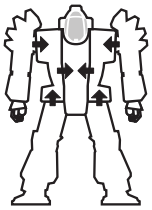
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

**Center Torso**

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

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



**Damage Transfer Diagram**

**Right Arm** (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Ferro-Fibrous
6. Roll Again

**Right Torso**

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### HEAT DATA

Double Heat Sinks: 16 (32)

| Heat Level* | Effects | |
|---|---|---|
| 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 | |

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