

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Man O' War (Gargoyle) G
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
3	AP Gauss Rifle	LA	1	3 [DB,AI,X]	—	3	6	9
1	LB 20-X AC	RA	6	20 [DB,C/F/S]	—	4	8	12
4	ER Medium Laser	LT	5	7 [DE]	—	5	10	15

Ammo: (AP Gauss) 40, (LB-20X) 15

BV: 2,094

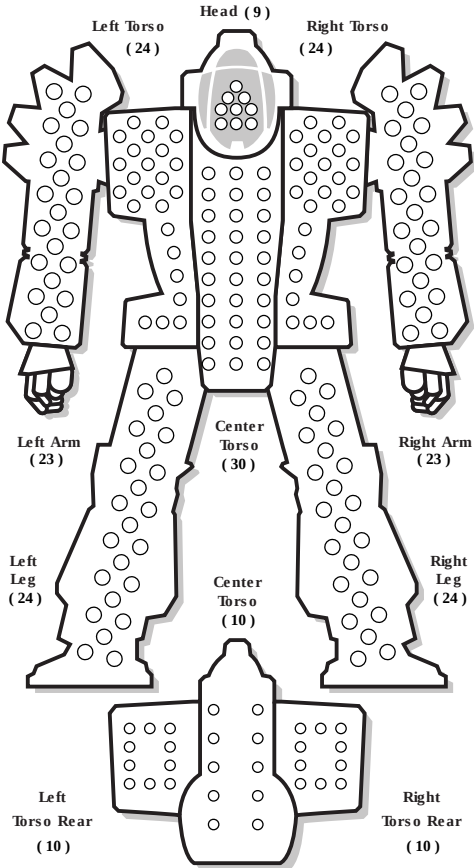
WARRIOR DATA

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)

1-3

- Shoulder
- Upper Arm Actuator
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle
- Ammo (AP Gauss) 40

4-6

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Head

1-3

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

4-6

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Ferro-Fibrous

Right Arm

1-3

- Shoulder
- Upper Arm Actuator
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

4-6

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Ferro-Fibrous

Center Torso

1-3

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

Left Torso

1-3

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

4-6

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

1-3

- XL Fusion Engine
- XL Fusion Engine
- Ammo (LB-20X) 5
- Ammo (LB-20X) 5
- Ammo (LB-20X) 5
- Ferro-Fibrous

4-6

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

1-3

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

4-6

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

Right Leg

1-3

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

4-6

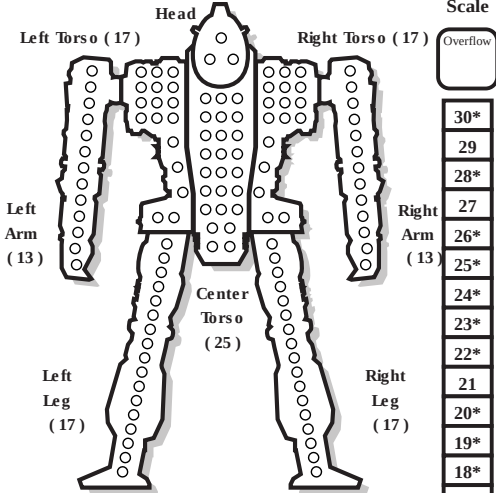
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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

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
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