

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Masakari (Warhawk) L

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Engine Type: 340 XL

Tonnage: 85

Tech Base: Clan

Rules Level: Standard

Role: Brawler

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Weapons & Equipment Inventory

(hexes)

| Qty | Type               | Loc | Ht | Dmg         | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|-------------|-----|-----|-----|-----|
| 2   | ER PPC             | LA  | 15 | 15 [DE]     | —   | 7   | 14  | 23  |
| 2   | ER Flamer          | LA  | 4  | 2 [DE,H,AI] | —   | 3   | 5   | 7   |
| 1   | ATM 12             | RA  | 8  | [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   | Targeting Computer | RT  | —  | [E]         | —   | —   | —   | —   |
| 1   | Watchdog CEWS      | RT  | —  | [E]         | —   | —   | —   | 3   |

Ammo: (ATM 12) 5, (ATM 12 ER) 5, (ATM 12 HE) 5

BV: 3,251



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- PPC Capacitor
- ER PPC

1-3

- ER PPC
- PPC Capacitor
- ER Flamer
- ER Flamer
- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

#### Head

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

1-3

#### Center Torso

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

4-6

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

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



Damage Transfer Diagram

#### Right Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- ATM 12
- ATM 12
- ATM 12
- ATM 12

1-3

- ATM 12
- Ammo (ATM 12) 5
- Ammo (ATM 12 ER) 5
- Ammo (ATM 12 HE) 5
- CASE II
- Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer

1-3

- Targeting Computer
- Watchdog CEWS
- Watchdog CEWS
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

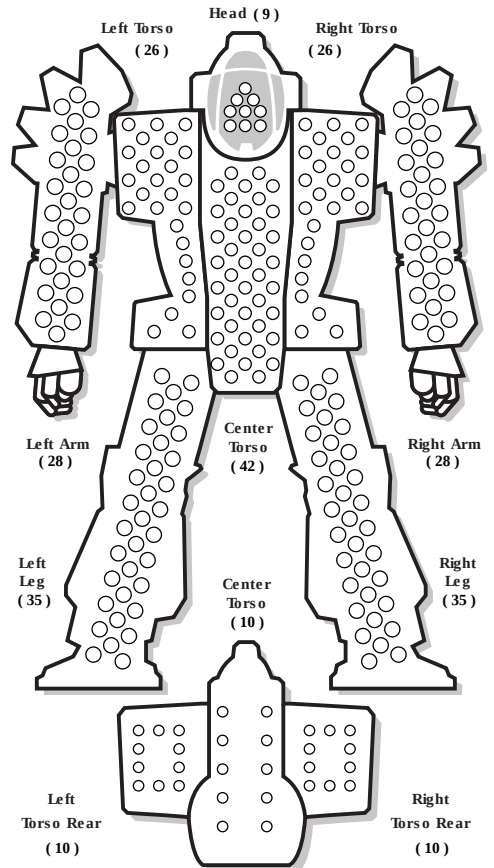
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

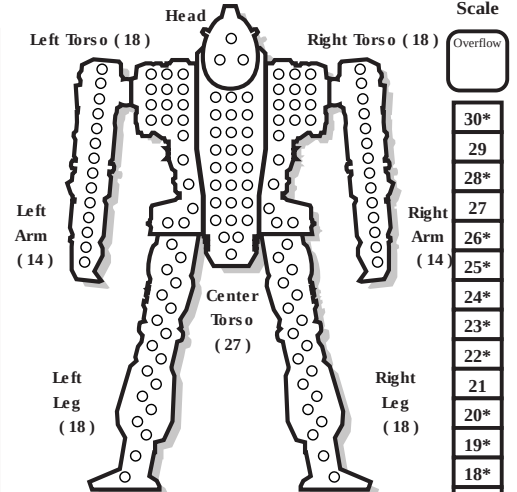
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 20 (40) |
|-------------|------------------------|----------------------------|
| 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   |