

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Daishi (Dire Wolf) A
Movement Points: 300 XL
Walking: 3
Running: 5
Jumping: 0
Engine Type: 300 XL
Tonnage: 100
Tech Base: Clan
Rules Level: Standard
Role: Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
3	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
2	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Anti-Missile System	RT	1	[PB]	—	1	—	—

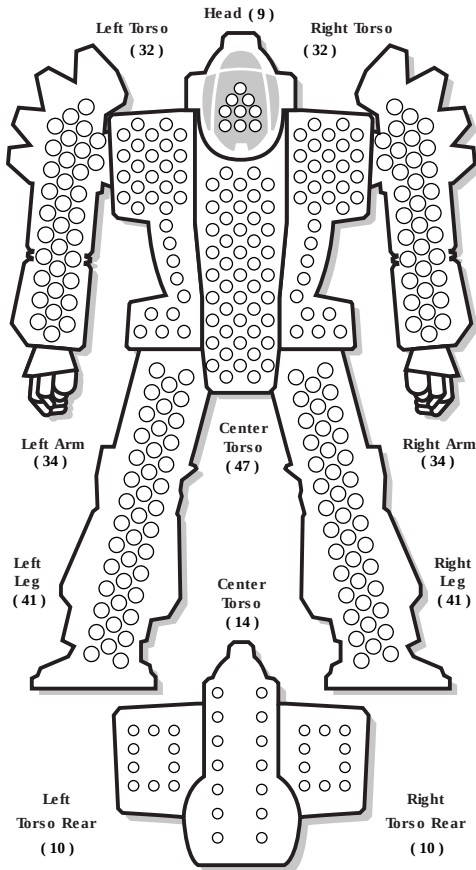
WARRIOR DATA

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

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

ARMOR DIAGRAM

Standard Armor

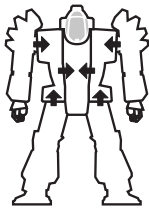


BV: 2,758



CRITICAL TABLE

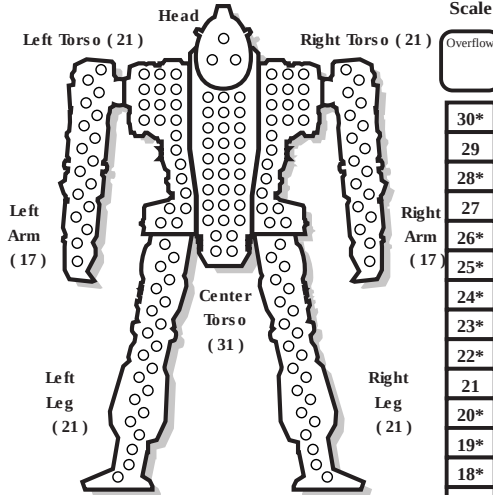
- Left Arm (CASE)**
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 1-3. Gauss Rifle
 - 4. Gauss Rifle
 - 5. Gauss Rifle
 - 6. Gauss Rifle
- Center Torso**
- 1. Gauss Rifle
 - 2. Gauss Rifle
 - 4-6. Ammo (Gauss) 8
 - 4. Ammo (Gauss) 8
 - 5. Ammo (Gauss) 8
 - 6. Roll Again
- Left Torso (CASE)**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 1-3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- Right Torso (CASE)**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 1-3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- Left Leg**
- 1. Hip
 - 2. Upper Leg Actuator
 - 3. Lower Leg Actuator
 - 4. Foot Actuator
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- Right Leg**
- 1. Hip
 - 2. Upper Leg Actuator
 - 3. Lower Leg Actuator
 - 4. Foot Actuator
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- Engine Hits** ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 21 (42)
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	○○○