

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Daishi (Dire Wolf) D
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	HAG/40	LA	8	40 [C,F,X]	2	8	16	24
1	HAG/40	RA	8	40 [C,F,X]	2	8	16	24
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
2	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6

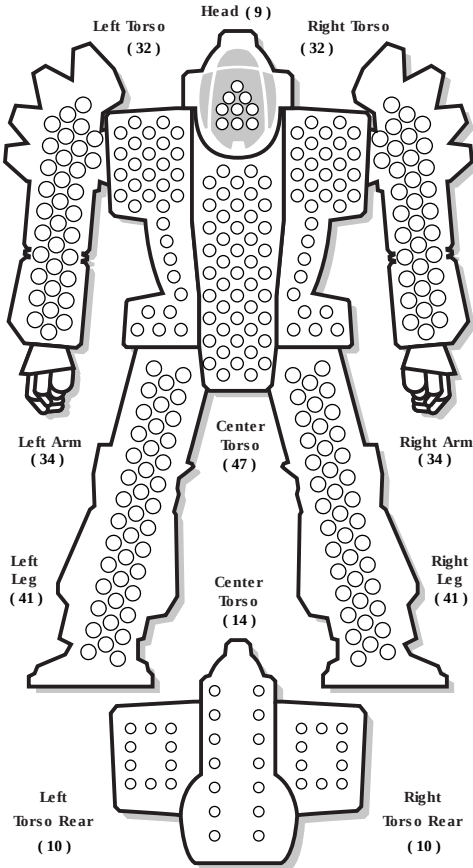
WARRIOR DATA

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: 3,361



CRITICAL TABLE

Left Arm (CASE)

1-3

- Shoulder
- Upper Arm Actuator
- HAG/40
- HAG/40
- HAG/40
- HAG/40

4-6

- HAG/40
- HAG/40
- HAG/40
- HAG/40
- HAG/40
- HAG/40

Left Torso (CASE)

1-3

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Streak SRM 6
- Streak SRM 6

4-6

- Ammo (Streak SRM 6) 15
- Ammo (HAG/40) 3
- Ammo (HAG/40) 3
- Ammo (HAG/40) 3
- Ammo (HAG/40) 3
- Ammo (HAG/40) 3

Left Leg

1-3

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

Head

1-3

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

1-3

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

Right Arm (CASE)

1-3

- Shoulder
- Upper Arm Actuator
- HAG/40
- HAG/40
- HAG/40
- HAG/40

4-6

- HAG/40
- HAG/40
- HAG/40
- HAG/40
- HAG/40
- HAG/40

Right Torso

1-3

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Ammo (HAG/40) 3
- Ammo (HAG/40) 3

4-6

- Ammo (HAG/40) 3
- Ammo (HAG/40) 3
- Ammo (HAG/40) 3
- Roll Again
- Roll Again
- Roll Again

Right Leg

1-3

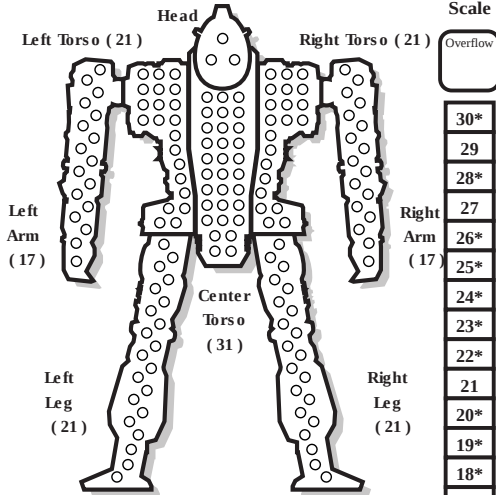
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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
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