

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Dasher (Fire Moth) M
Movement Points: Tonnage: 20
Walking: 10 Tech Base: Clan
Running: 15 [20] Rules Level: Standard
Jumping: 0 Role: Striker
Engine Type: 200 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	LRM 15	RA	5	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 15) 8

BV: 1,178



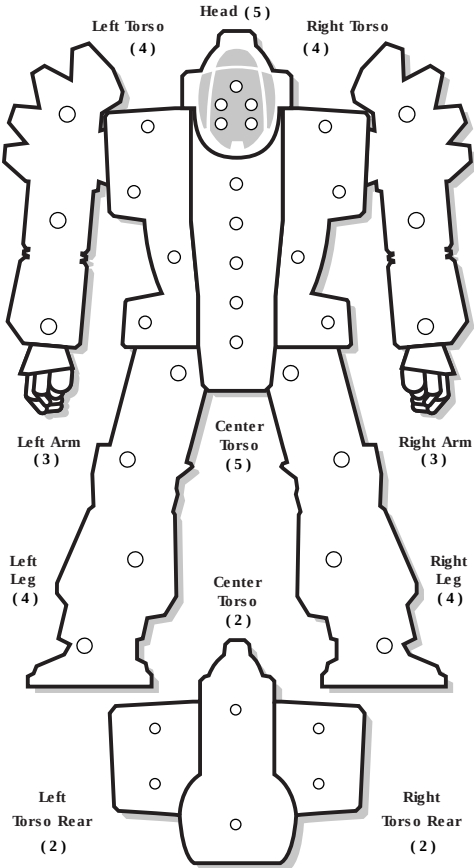
WARRIOR DATA

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

1-3

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Small Laser
- ER Small Laser

4-6

- ER Small Laser
- ER Small Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Head

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

Right Arm (CASE)

1-3

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15

4-6

- Ammo (LRM 15) 8
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

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
- MASC
- Endo Steel

Left Torso

1-3

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

4-6

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

Right Torso

1-3

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

4-6

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

Left Leg

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

Right Leg

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

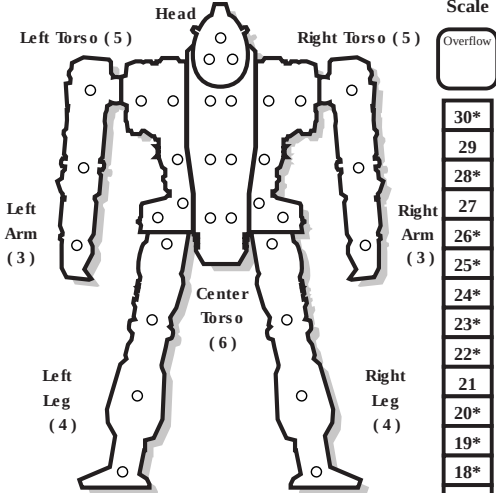
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

CATALYST
game labs

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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: 10 (20)
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	○