

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Dasher (Fire Moth) P
Movement Points: Tonnage: 20
Walking: 10 Tech Base: Clan
Running: 15 [25] Rules Level: Standard
Jumping: 0 Role: Striker
Engine Type: 200 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	Micro Pulse Laser	LA	1	3 [P, AI]	—	1	2	3
6	Micro Pulse Laser	RA	1	3 [P, AI]	—	1	2	3

BV: 841



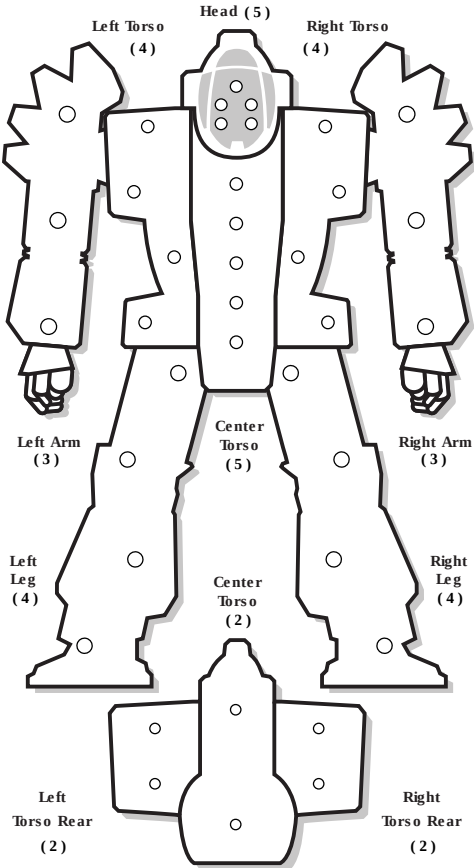
WARRIOR DATA

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

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

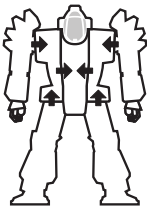
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

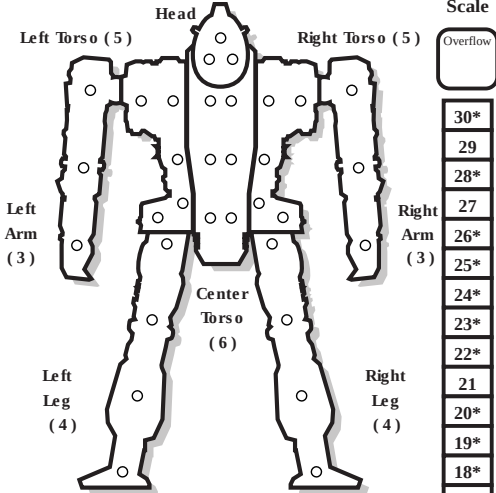
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Ferro-Fibrous		4. Hand Actuator
	5. Micro Pulse Laser		5. Sensors		5. Micro Pulse Laser
	6. Micro Pulse Laser		6. Life Support		6. Micro Pulse Laser
Left Torso		Center Torso		Right Torso	
4-6	1. Micro Pulse Laser	4-6	1. XL Fusion Engine	4-6	1. Micro Pulse Laser
	2. Micro Pulse Laser		2. XL Fusion Engine		2. Micro Pulse Laser
	3. Micro Pulse Laser		3. XL Fusion Engine		3. Micro Pulse Laser
	4. Micro Pulse Laser		4. Gyro		4. Micro Pulse Laser
	5. Endo Steel		5. Gyro		5. Endo Steel
	6. Ferro-Fibrous		6. Gyro		6. Ferro-Fibrous
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	○○○	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Gyro Hits ○○○	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Sensor Hits ○○○	
	4. Foot Actuator		4. Foot Actuator	Life Support ○	
	5. Endo Steel		5. Endo Steel		
	6. Roll Again		6. Roll Again		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
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13*
12
11
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9
8*
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4
3
2
1
0