

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Dasher (Fire Moth) T

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

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Imp. Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9
1	SRM 6	RA	4	2/Msl [M,C,S]	—	3	6	9
1	Streak SRM 4 (I-OS)	RT	3	2/Msl [M,C]	—	4	8	12

Ammo: (SRM 6) 15

BV: 1,274

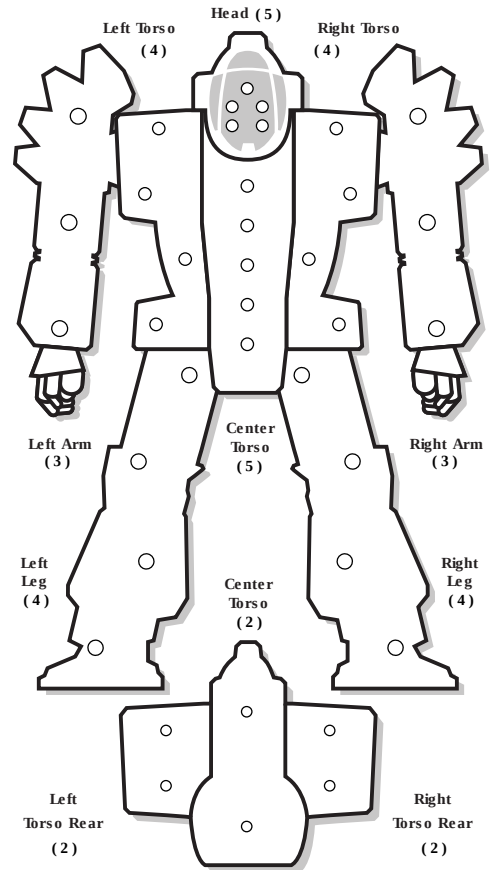
WARRIOR DATA

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

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

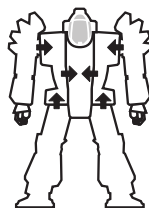
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

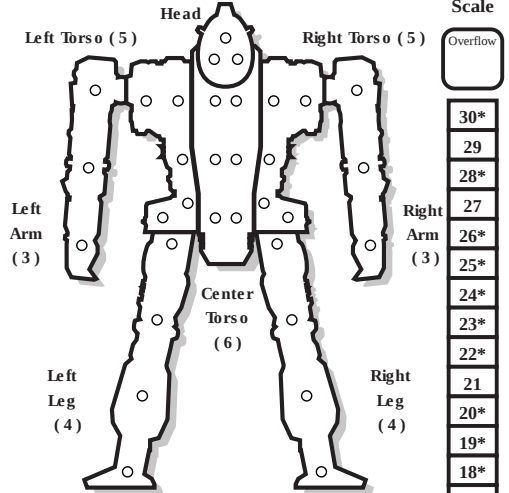
Left Arm (CASE)		Head		Right Arm (CASE)	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Ferro-Fibrous		4. Hand Actuator
	5. Imp. Heavy Medium Laser		5. Sensors		5. SRM 6
	6. Imp. Heavy Medium Laser		6. Life Support		6. Ammo (SRM 6) 15
Left Torso		Center Torso		Right Torso	
1-3	1. Imp. Heavy Medium Laser	1-3	1. XL Fusion Engine	1-3	1. Endo Steel
	2. Imp. Heavy Medium Laser		2. XL Fusion Engine		2. Ferro-Fibrous
4-6	3. Endo Steel		3. XL Fusion Engine	4-6	3. Roll Again
	4. Ferro-Fibrous		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine	Gyro Hits	
	2. XL Fusion Engine		2. XL Fusion Engine	Sensor Hits	
	3. Double Heat Sink		3. XL Fusion Engine	Life Support	
	4. Double Heat Sink		4. Gyro		
	5. Supercharger		5. Gyro		
	6. Endo Steel		6. Endo Steel		
4-6	1. Ferro-Fibrous	4-6	1. Gyro		
	2. Ferro-Fibrous		2. XL Fusion Engine		
	3. Roll Again		3. XL Fusion Engine		
	4. Roll Again		4. XL Fusion Engine		
	5. Roll Again		5. MASC		
	6. Roll Again		6. Endo Steel		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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	