

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	LA	2	1/Msl [M,C,S]	—	7	14	21
1	LRM 5	RA	2	1/Msl [M,C,S]	—	7	14	21
1	Anti-Missile System	RT	1	[PB]	—	1	—	—

Ammo: (AMS) 48, (LRM 5) 48

BV: 651



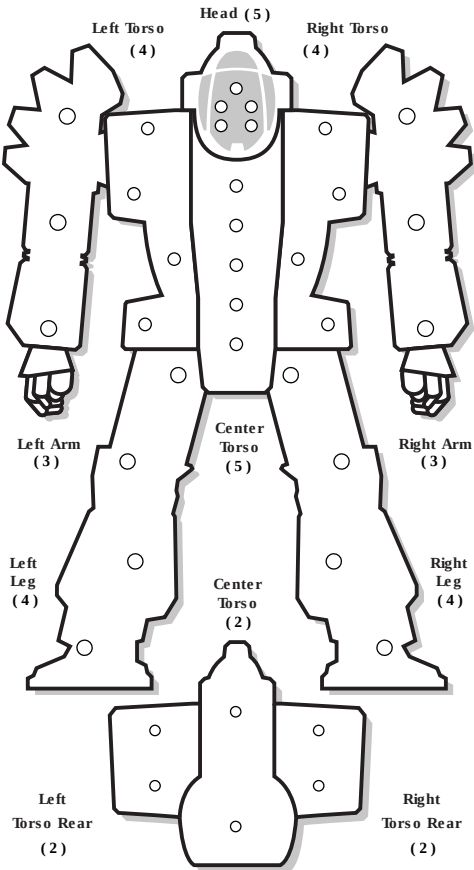
WARRIOR DATA

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

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

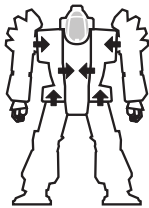
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

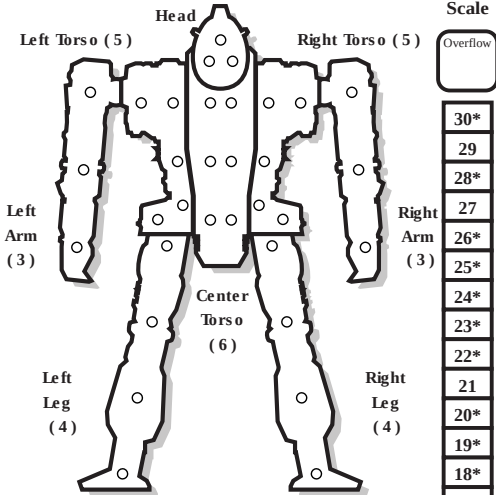
Left Arm (CASE)		Head		Right Arm (CASE)	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Ferro-Fibrous		4. Hand Actuator
	5. LRM 5		5. Sensors		5. LRM 5
	6. Ammo (LRM 5) 24		6. Life Support		6. Ammo (LRM 5) 24
Center Torso		Right Torso (CASE)		Left Torso	
4-6	1. Endo Steel	4-6	1. Endo Steel	1-3	1. XL Fusion Engine
	2. Ferro-Fibrous		2. Ferro-Fibrous		2. XL Fusion Engine
	3. Roll Again		3. Roll Again		3. XL Fusion Engine
	4. Roll Again		4. Roll Again		4. Gyro
	5. Roll Again		5. Roll Again		5. Gyro
	6. Roll Again		6. Roll Again		6. Roll Again
1-3	1. Endo Steel	1-3	1. Gyro	4-6	1. Double Heat Sink
	2. Ferro-Fibrous		2. XL Fusion Engine		4. Double Heat Sink
	3. Roll Again		3. XL Fusion Engine		5. Endo Steel
	4. Roll Again		4. XL Fusion Engine		6. Ferro-Fibrous
	5. Roll Again		5. MASC		1. Ferro-Fibrous
	6. Roll Again		6. Endo Steel		2. Roll Again
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	4-6	3. Roll Again
	2. Upper Leg Actuator		2. Upper Leg Actuator		4. Roll Again
	3. Lower Leg Actuator		3. Lower Leg Actuator		5. Roll Again
	4. Foot Actuator		4. Foot Actuator		6. Roll Again
	5. Endo Steel		5. Endo Steel		
	6. Roll Again		6. Roll Again		
Left Torso		Right Torso		Gyro Hits	
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine	4-6	3. Roll Again
	2. XL Fusion Engine		2. XL Fusion Engine		4. Roll Again
	3. Double Heat Sink		3. Double Heat Sink		5. Roll Again
	4. Double Heat Sink		4. Double Heat Sink		6. Roll Again
	5. Endo Steel		5. Anti-Missile System		
	6. Ferro-Fibrous		6. Ammo (AMS) 24		
Right Arm		Left Arm		Sensor Hits	
1-3	1. Shoulder	1-3	1. Shoulder	4-6	3. Roll Again
	2. Upper Arm Actuator		2. Upper Arm Actuator		4. Roll Again
	3. Lower Arm Actuator		3. Lower Arm Actuator		5. Roll Again
	4. Hand Actuator		4. Hand Actuator		6. Roll Again
	5. LRM 5		5. LRM 5		
	6. Ammo (LRM 5) 24		6. Ammo (LRM 5) 24		
Center Torso		Right Torso		Life Support	
1-3	1. Endo Steel	1-3	1. Endo Steel	4-6	3. Roll Again
	2. Ferro-Fibrous		2. Ferro-Fibrous		4. Roll Again
	3. Roll Again		3. Roll Again		5. Roll Again
	4. Roll Again		4. Roll Again		6. Roll Again
	5. Roll Again		5. Roll Again		
	6. Roll Again		6. Roll Again		
Left Leg		Right Leg		Damage Transfer Diagram	
4-6	1. Hip	4-6	1. Hip	4-6	3. Roll Again
	2. Upper Leg Actuator		2. Upper Leg Actuator		4. Roll Again
	3. Lower Leg Actuator		3. Lower Leg Actuator		5. Roll Again
	4. Foot Actuator		4. Foot Actuator		6. Roll Again
	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*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0