

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

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

Weapons & Equipment Inventory		(hexes)						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 6	RA	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9

Ammo: (ATM 6) 10, (ATM 6 ER) 10, (ATM 6 HE) 10

BV: 755



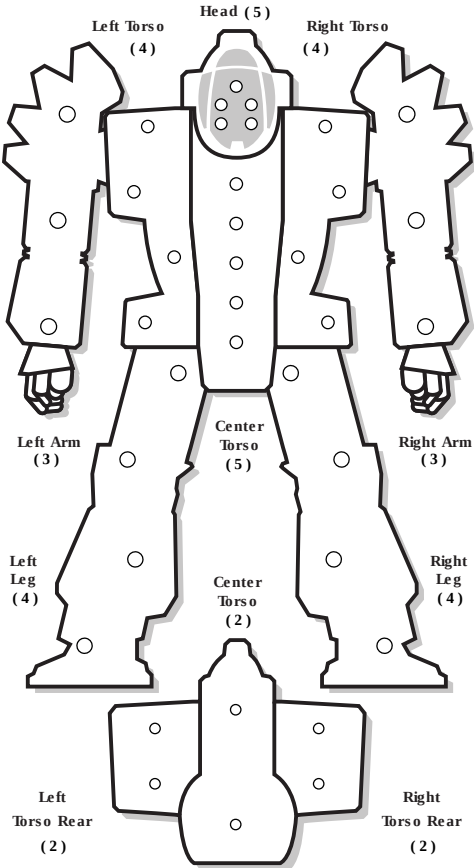
WARRIOR DATA

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

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

ARMOR DIAGRAM

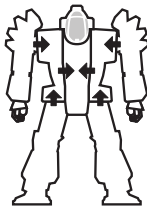
Ferro-Fibrous



CRITICAL TABLE

Left Arm		Head		Right Arm (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. Endo Steel		5. Sensors		5. ATM 6
	6. Ferro-Fibrous		6. Life Support		6. ATM 6
Center Torso		Right Torso		Left Torso	
4-6	1. Roll Again	4-6	1. XL Fusion Engine	1-3	1. Roll Again
	2. Roll Again		2. XL Fusion Engine		2. Roll Again
	3. Roll Again		3. XL Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Torso		Right Torso		Left Leg	
1-3	1. XL Fusion Engine	1-3	1. Gyro	4-6	1. Hip
	2. XL Fusion Engine		2. XL Fusion Engine		2. Upper Leg Actuator
	3. Double Heat Sink		3. XL Fusion Engine		3. Lower Leg Actuator
	4. Double Heat Sink		4. XL Fusion Engine		4. Foot Actuator
	5. Endo Steel		5. MASC		5. Endo Steel
	6. Ferro-Fibrous		6. Endo Steel		6. Roll Again
Right Leg		Engine Hits		Gyro Hits	
4-6	1. Hip	4-6	3	4-6	3
	2. Upper Leg Actuator		2		2
	3. Lower Leg Actuator		1		1
	4. Foot Actuator		0		0
	5. Endo Steel		0		0
	6. Roll Again		0		0

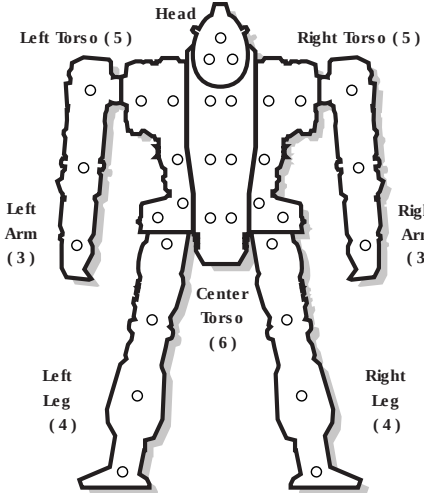
Engine Hits
Gyro Hits
Sensor Hits
Life Support



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
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

Double Heat Sinks:
10 (20)

