

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Dasher (Fire Moth) H

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Heavy Small Laser	LA	3	6 [DE]	—	1	2	3
5	Heavy Small Laser	RA	3	6 [DE]	—	1	2	3
1	Targeting Computer	RT	—	[E]	—	—	—	—

WARRIOR DATA

Name:
Gunnery Skill:
Piloting Skill:
Hits Taken

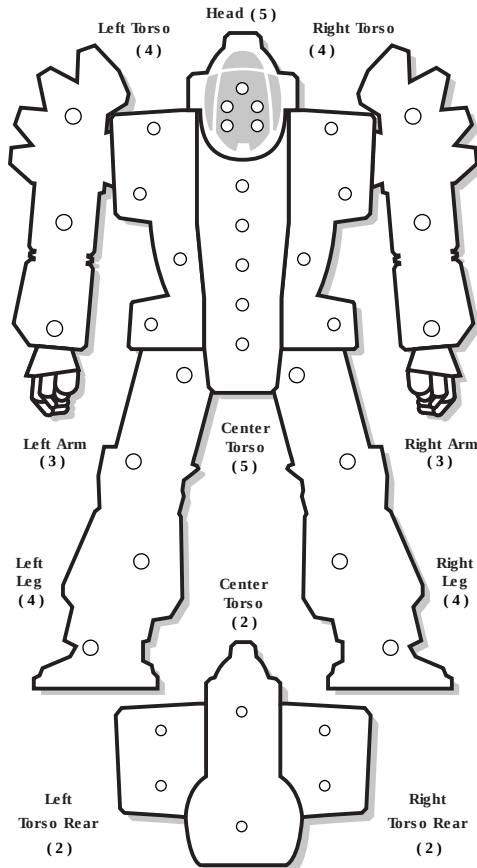
1	2	3	4	5	6
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Consciousness #

3	5	7	10	11	Dead
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ARMOR DIAGRAM

Ferro-Fibrous

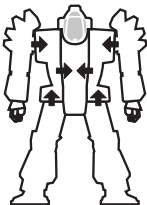


BV: 779



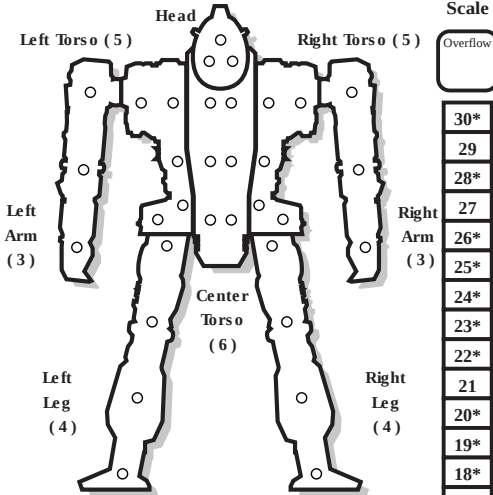
CRITICAL TABLE

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. Heavy Small Laser		5. Sensors		5. Heavy Small Laser
	6. Heavy Small Laser		6. Life Support		6. Heavy Small Laser
Left Torso		Center Torso		Right Torso	
1-3	1. Heavy Small Laser	1-3	1. XL Fusion Engine	1-3	1. Heavy Small Laser
	2. Heavy Small Laser		2. XL Fusion Engine		2. Heavy Small Laser
	3. Endo Steel		3. XL Fusion Engine		3. Heavy Small Laser
	4. Ferro-Fibrous		4. Gyro		4. Endo Steel
	5. Roll Again		5. Gyro		5. Ferro-Fibrous
	6. Roll Again		6. Gyro		6. Roll Again
4-6	1. Ferro-Fibrous	4-6	1. Gyro	4-6	1. XL Fusion Engine
	2. Roll Again		2. XL Fusion Engine		2. XL Fusion Engine
	3. Roll Again		3. XL Fusion Engine		3. Double Heat Sink
	4. Roll Again		4. XL Fusion Engine		4. Double Heat Sink
	5. Roll Again		5. MASC		5. Targeting Computer
	6. Roll Again		6. Endo Steel		6. Double Heat Sink
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	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:
30	Shutdown	11 (22)
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
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8*
7
6
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4
3
2
1
0