

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Daishi (Dire Wolf) U

Movement Points: 3
Walking: 3
Running: 5
Underwater: 3
Engine Type: 300 XL

Tonnage: 100
Tech Base: Clan
Rules Level: Advanced
Role: Juggernaut

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Targeting Computer	LA	—	[E]	—	—	—	—
1	ER PPC	RA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
3	SRT 6	LT	4	2/Msl [M,C,S]	—	3	6	9
3	SRT 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRT 6) 60

BV: 3,288



WARRIOR DATA

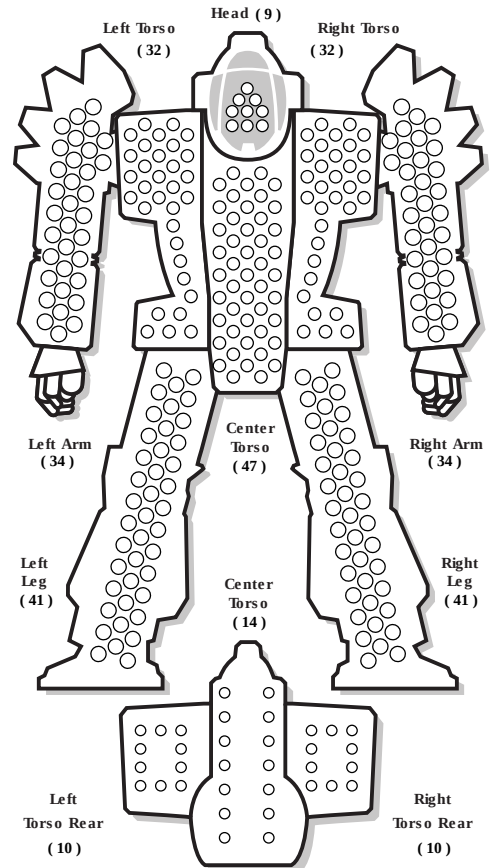
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

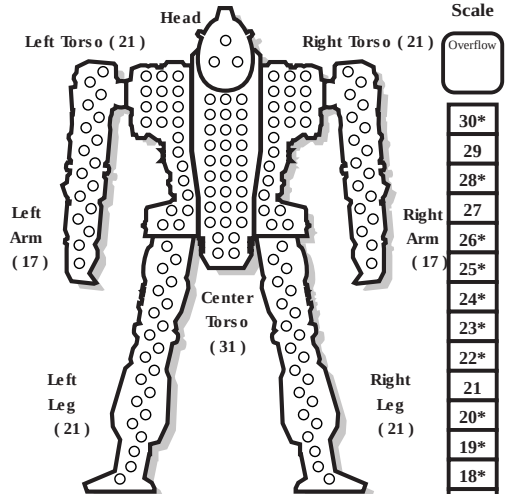
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Medium Pulse Laser
- Medium Pulse Laser

1-3

Head

- Life Support
- Sensors
- Cockpit
- MASS
- Sensors
- Life Support

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Medium Pulse Laser
- Medium Pulse Laser

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- UMU
- SRT 6
- SRT 6
- SRT 6
- Ammo (SRT 6) 15
- Ammo (SRT 6) 15
- BattleMech/Vehicle HarJel System
- Roll Again

1-3

4-6

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

Right Torso (CASE)

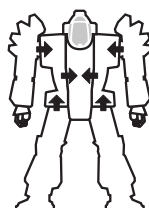
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- UMU
- SRT 6
- SRT 6
- SRT 6
- Ammo (SRT 6) 15
- Ammo (SRT 6) 15
- BattleMech/Vehicle HarJel System
- Roll Again

1-3

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink



Damage Transfer Diagram

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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	○○○