

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Daishi (Dire Wolf) T

Movement Points: **Tonnage:** 100
Walking: 3 **Tech Base:** Clan
Running: 5 [6] **Rules Level:** Standard
Jumping: 0 **Role:** Juggernaut
Engine Type: 300 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/20	LA	4	20 [C,F,X]	2	8	16	24
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	HAG/20	RA	4	20 [C,F,X]	2	8	16	24
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Streak LRM 10	LT	4	1/Msl [M,C]	—	7	14	21
1	Light Active Probe	HD	—	[E]	—	—	—	3

Ammo: (HAG/20) 36, (Streak LRM 10) 12

BV: 3,285

WARRIOR DATA

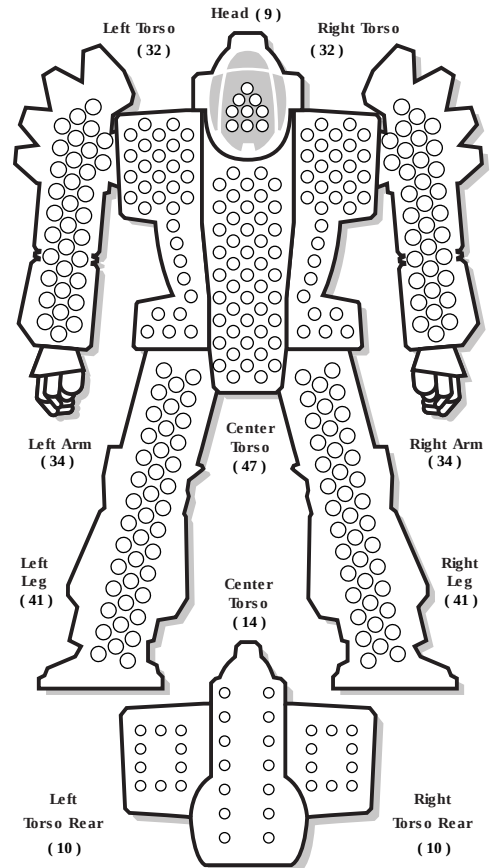
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG/20
- HAG/20
- HAG/20
- HAG/20

Head

- Life Support
- Sensors
- Cockpit
- Light Active Probe
- Sensors
- Life Support

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG/20
- HAG/20
- HAG/20
- HAG/20

Center Torso

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

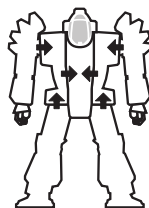
Right Torso

- HAG/20
- HAG/20
- ER Medium Laser
- ER Medium Laser
- Medium Pulse Laser
- Medium Pulse Laser

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak LRM 10
- Streak LRM 10
- Ammo (Streak LRM 10) 12
- Ammo (HAG/20) 6
- Ammo (HAG/20) 6
- Supercharger

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



Damage Transfer Diagram

Left Leg

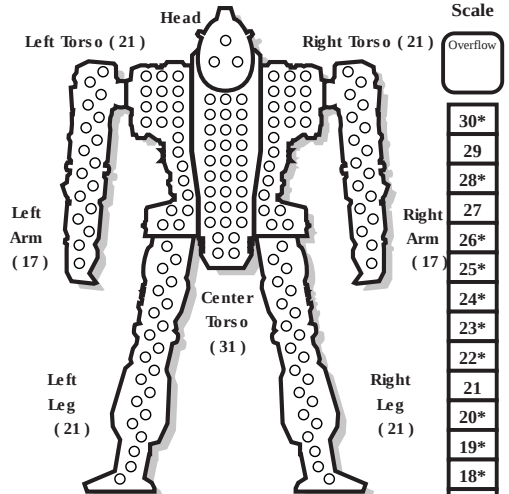
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 20 (40)
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*
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22*
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16
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3
2
1
0