

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Daishi (Dire Wolf) X

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 XL

Tonnage: 100

Tech Base: Clan

Rules Level: Standard

Role: Juggernaut

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9
1	Targeting Computer	LA	—	[E]	—	—	—	—
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	—	6	12	18
1	LB 5-X AC	RA	1	5 [DB,C/F/S]	3	8	15	24
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
1	ATM 6	RT	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
2	ER Micro Laser	CT	1	2 [DE]	—	1	2	4
1	Streak SRM 2	HD	2	2/Msl [M,C]	—	4	8	12

Ammo: (ATM 6) 10, (ATM 6 ER) 10, (ATM 6 HE) 10, (LB-5X) 20, (LB-5X Cluster) 20, (LRM 15 Artemis) 8, (SRM 4 Artemis) 25, (Streak SRM 2) 50, (Ultra AC/10) 20

BV: 2,424



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Heavy Medium Laser
- Heavy Medium Laser

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - LRM 15
 - LRM 15
- Artemis IV FCS
 - SRM 4
 - Artemis IV FCS
 - Ammo (LRM 15 Artemis) 8
 - Ammo (SRM 4 Artemis) 25
 - Ammo (Streak SRM 2) 50

1-3

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Streak SRM 2
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Micro Laser
- ER Micro Laser

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10

4-6

Right Torso (CASE)

- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - ATM 6
 - ATM 6
- ATM 6
 - Ammo (ATM 6) 10
 - Ammo (ATM 6 ER) 10
 - Ammo (ATM 6 HE) 10
 - Ammo (LB-5X) 20
 - Ammo (LB-5X Cluster) 20

1-3

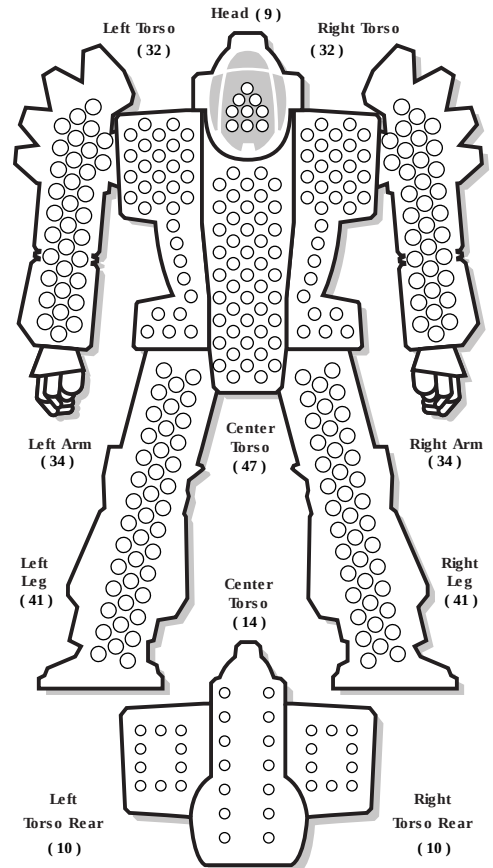
4-6

Right Leg

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

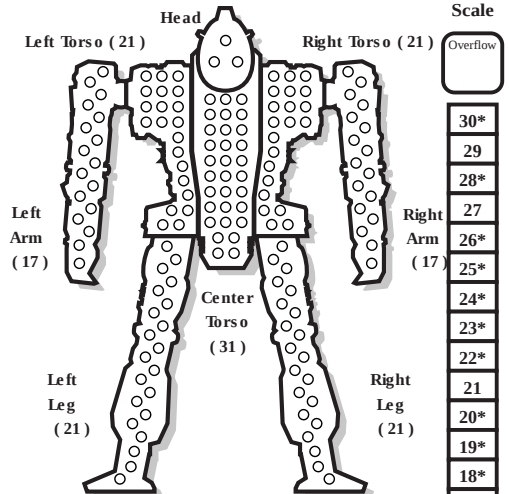
ARMOR DIAGRAM

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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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	○○○