

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Daishi (Dire Wolf) S

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

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	A-Pod	RL	—	[PB,OS,AI]	—	—	—	—
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	LB 20-X AC	RA	6	20	—	4	8	12
				[DB,C/F/S]				
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	4	8	12
2	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
2	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Streak SRM 4	CT	3	2/Msl [M,C]	—	4	8	12
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12

Ammo: (LB-20X) 10, (LB-20X Cluster) 10, (Machine Gun) 200,
(Streak SRM 4) 25

BV: 2,877



WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

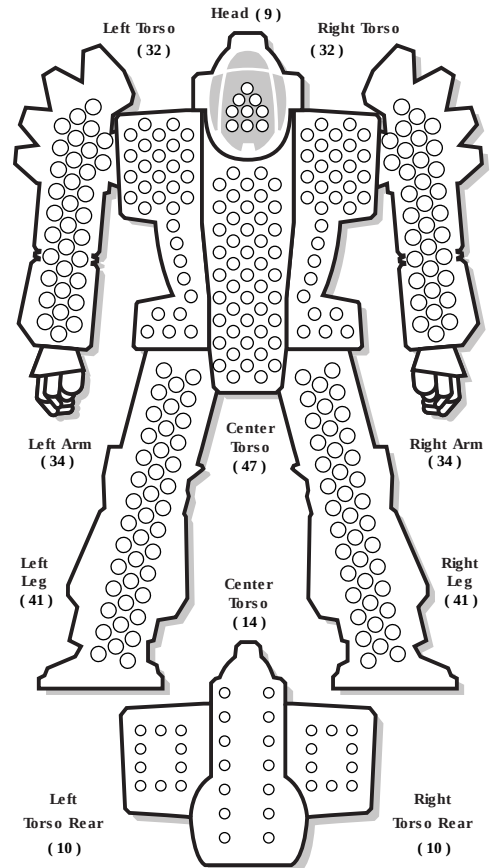
Hits Taken

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

Consciousness #

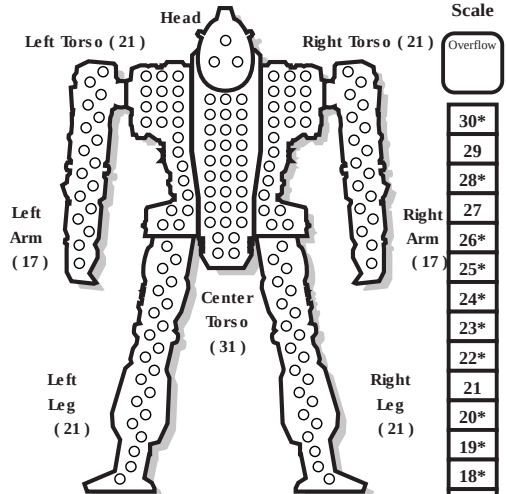
ARMOR DIAGRAM

Standard Armor



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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Jump Jet
- Streak SRM 4
- Medium Pulse Laser
- Medium Pulse Laser
- Machine Gun
- Ammo (Streak SRM 4) 25

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

1-3

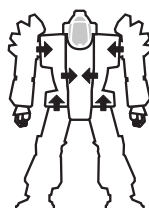
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 4
- Jump Jet

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Ammo (LB-20X Cluster) 5

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Medium Pulse Laser

1-3

- Medium Pulse Laser
- Machine Gun
- Ammo (LB-20X) 5
- Ammo (LB-20X Cluster) 5
- Ammo (LB-20X) 5
- Ammo (Machine Gun) 200

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- A-Pod