

# BATTLETECH™

## OMNIMECH RECORD SHEET

### MECH DATA

Type: Wulfen (Prime)

Movement Points:

Walking: 10

Running: 15

Jumping: 0

Engine Type: 300 XXL

Tonnage: 30

Tech Base: Mixed

Rules Level: Advanced

Role: Scout

### 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	Ultra AC/2 (C)	LA	1	2/Sht	2	9	18	27
[DB,R/C]								
1	ATM 3	RA	2	[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
1	Cargo (0.5 tons)	LT	—	[E]	—	—	—	—
1	ECM Suite	HD	—	[E]	—	—	—	6

Ammo: (ATM 3) 20, (Ultra AC/2) 45

BV: 983



### CRITICAL TABLE

#### Left Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Ultra AC/2
- Ultra AC/2
- Ammo (Ultra AC/2) 45
- CASE II

1-3

- Endo Steel
- Endo Steel
- Stealth [IS]
- Stealth [IS]
- Roll Again
- Roll Again

4-6

#### Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Cargo
- Endo Steel

1-3

- Stealth [IS]
- Stealth [IS]
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth [IS]
- Stealth [IS]

#### Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

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

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ATM 3
- ATM 3

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Stealth [IS]
- Stealth [IS]
- Roll Again

4-6

#### Right Torso (CASE II)

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Ammo (ATM 3) 20
- CASE II

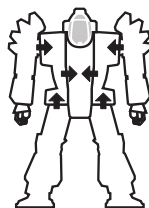
1-3

- Endo Steel
- Stealth [IS]
- Stealth [IS]
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

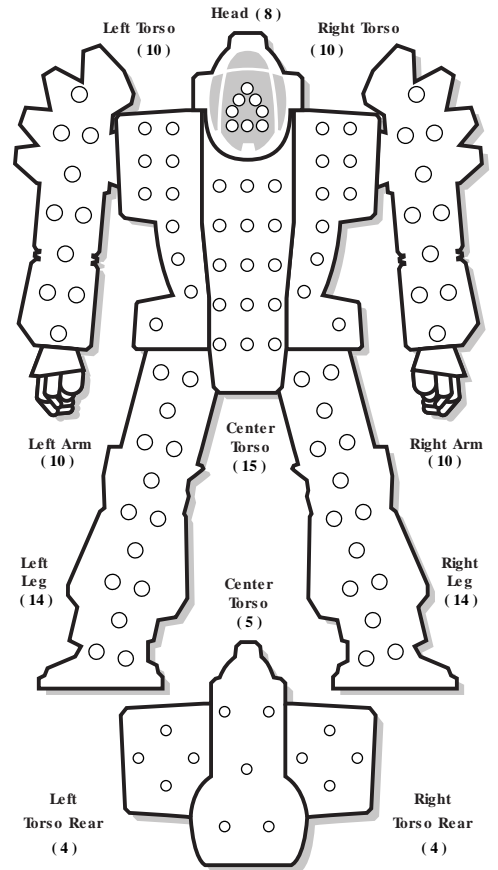
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth [IS]
- Stealth [IS]



Damage Transfer Diagram

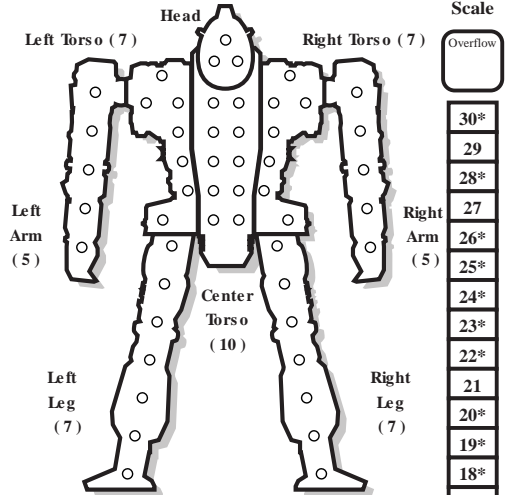
### ARMOR DIAGRAM

#### Stealth



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



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: 10 (20)
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	○