

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Woodsman Prime

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 75

Tech Base: Clan

Rules Level: Standard

Role: Brawler

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	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
2	Machine Gun	CT	—	2 [DB, AI]	—	1	2	3

Ammo: (LRM 15) 24, (Machine Gun) 100

BV: 2,545



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Large Laser

1-3

- ER Medium Laser
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- LRM 15
- LRM 15
- ER Medium Laser
- MASC

1-3

- MASC
- MASC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

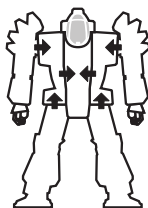
Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Machine Gun
- Machine Gun

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Large Laser

1-3

- ER Medium Laser
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 15
- LRM 15

1-3

- ER Small Laser
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (Machine Gun) 100
- Roll Again

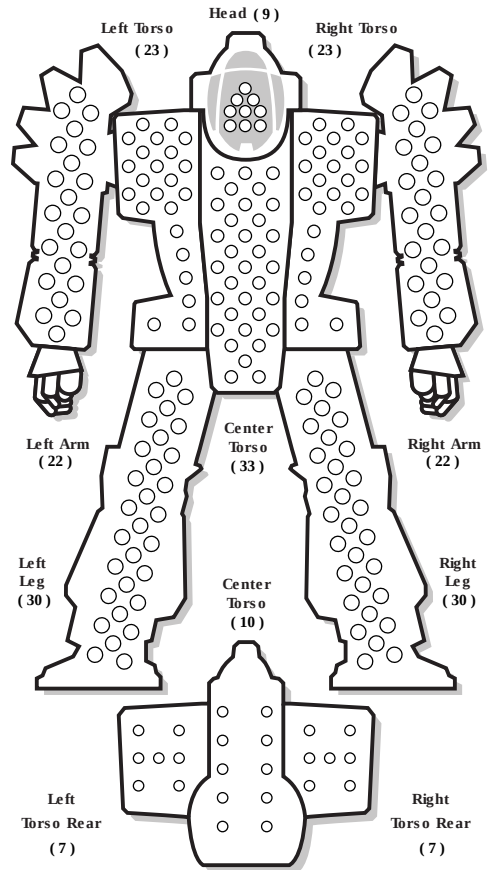
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

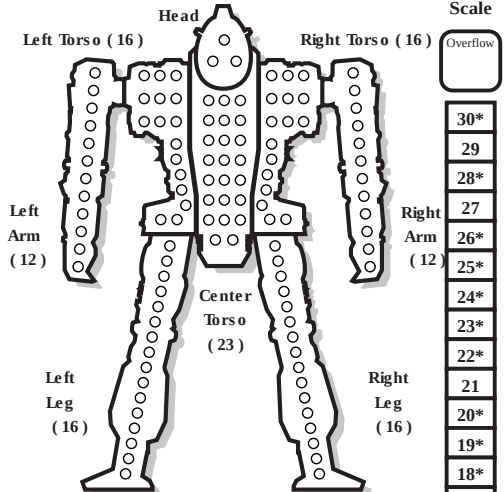
ARMOR DIAGRAM

Standard Armor



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: 17 (34)
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	○○○