

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Wulfen D
Movement Points:
Walking: 10
Running: 15
Jumping: 0
Engine Type: 300 XXL
Tonnage: 30
Tech Base: Mixed
Rules Level: Advanced
Role: Scout

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 2-X AC (C)	LA	1	2 [DB,C/F/S]	4	10	20	30
1	SRM 2 (C)	RA	2	2/Msl [M,C,S]	—	3	6	9
1	ECM Suite	HD	—	[E]	—	—	—	6

Ammo: (LB-2X) 45, (SRM 2 Artemis V) 50

BV: 845



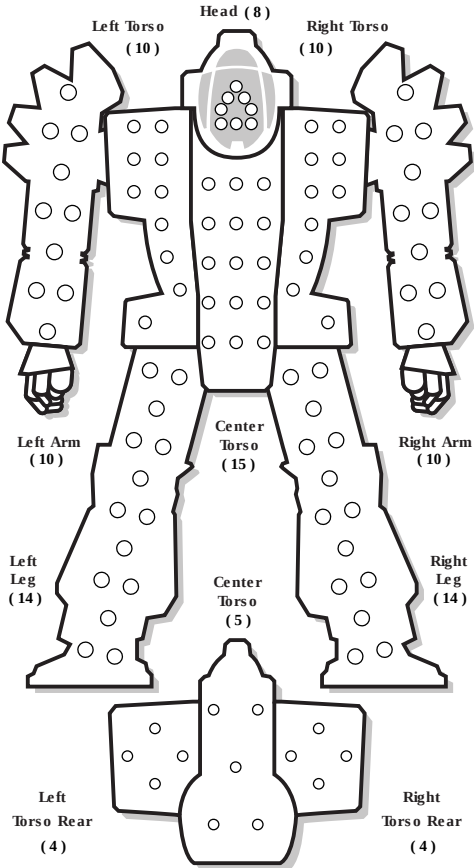
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

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

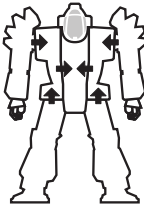
ARMOR DIAGRAM

Stealth



CRITICAL TABLE

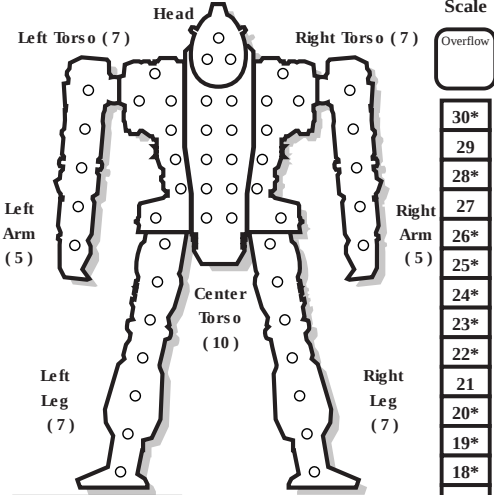
Left Arm (CASE II)		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. LB 2-X AC		3. Cockpit		3. Lower Arm Actuator
	4. LB 2-X AC		4. ECM Suite		4. Hand Actuator
	5. LB 2-X AC		5. Sensors		5. SRM 2
	6. Ammo (LB-2X) 45		6. Life Support		6. Artemis V FCS
Left Torso		Center Torso		Right Torso (CASE II)	
1-3	1. CASE II	1-3	1. XXL Fusion Engine	1-3	1. XXL Fusion Engine
	2. Endo Steel		2. XXL Fusion Engine		2. XXL Fusion Engine
	3. Endo Steel		3. XXL Fusion Engine		3. XXL Fusion Engine
	4. Stealth [IS]		4. XL Gyro		4. XXL Fusion Engine
	5. Stealth [IS]		5. XL Gyro		5. Ammo (SRM 2 Artemis V) 50
	6. Roll Again		6. XL Gyro		6. CASE II
4-6	1. Stealth [IS]	4-6	1. XL Gyro	4-6	1. Endo Steel
	2. Roll Again		2. XL Gyro		2. Stealth [IS]
	3. Roll Again		3. XL Gyro		3. Stealth [IS]
	4. Roll Again		4. XXL Fusion Engine		4. Roll Again
	5. Roll Again		5. XXL Fusion Engine		5. Roll Again
	6. Roll Again		6. XXL Fusion Engine		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	Gyro Hits ○○○○	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits ○○○○	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support ○	
	4. Foot Actuator		4. Foot Actuator		
	5. Stealth [IS]		5. Stealth [IS]		
	6. Stealth [IS]		6. Stealth [IS]		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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	○

Heat Scale
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