BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Wulfen E

Movement Points:
Walking: 10
Running: 15 [20]
Jumping: 0
Engine Type: 300 XXL

Tonnage: 30
Tech Base: Mixed
Rules Level: Advanced
Role: Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser (C)	LA	5	7 [DE]	—	5	10	15
1	Micro Pulse Laser	LA	1	3 [P,AI]	—	1	2	3
1	ATM 3	LT	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	Targeting Computer (C)	LT	—	[E]	—	—	—	—
1	ATM 3	RT	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	ECM Suite	HD	—	[E]	—	—	—	6

Ammo: (ATM 3) 20

BV: 1,839

WARRIOR DATA

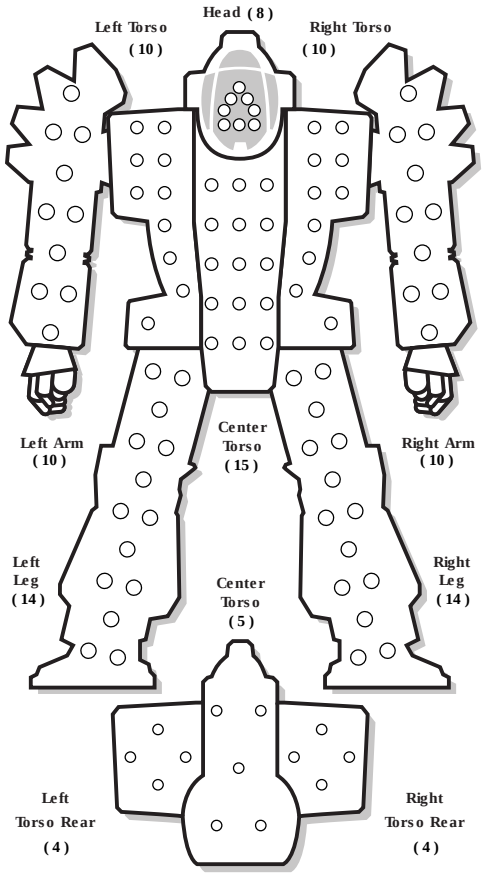
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

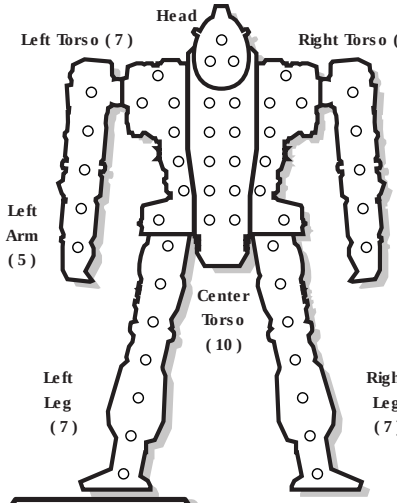
ARMOR DIAGRAM

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

CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Micro Pulse Laser
2. Endo Steel
3. Endo Steel
4. Stealth [IS]
5. Stealth [IS]
6. Roll Again

Left Torso

1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. ATM 3
6. ATM 3

4-6
1. Supercharger
2. Targeting Computer
3. Endo Steel
4. Stealth [IS]
5. Stealth [IS]
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth [IS]
6. Stealth [IS]

Head

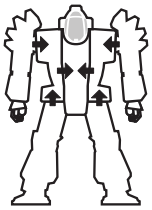
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

Center Torso

1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

4-6
1. XL Gyro
2. XL Gyro
3. XL Gyro
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Stealth [IS]
3. Stealth [IS]
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE II)

1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. ATM 3
6. ATM 3

4-6
1. Ammo (ATM 3) 20
2. CASE II
3. Endo Steel
4. Stealth [IS]
5. Stealth [IS]
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth [IS]
6. Stealth [IS]

HEAT DATA

Double Heat Sinks: 11 (22)

Heat Level*	Effects	
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	

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