

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Wendigo (Prime)

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Engine Type: 300 XL

Tonnage: 50

Tech Base: Clan

Rules Level: Experimental

Role: Skirmisher

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	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Ultra AC/2	RA	1	2/Sht	2	9	18	27
				[DB,R/C]				
1	LRM 10	HD	4	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 10) 12, (Streak SRM 6) 15, (Ultra AC/2) 45

BV: 2,085



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Streak SRM 6
- Streak SRM 6
- ER Medium Laser
- ER Medium Laser

1-3

- Reflective
- Reflective
- Reflective
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Life Support
- Ammo (Streak SRM 6) 15
- Endo Steel
- Endo Steel

1-3

- Reflective
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head (CASE)

- Sensors
- Sensors
- LRM 10
- Ammo (LRM 10) 12
- Roll Again
- Roll Again

1-3

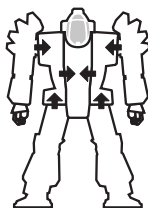
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Torso-Mounted Cockpit
- Sensors

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Ultra AC/2
- Ultra AC/2

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Life Support
- Ammo (Ultra AC/2) 45
- Endo Steel
- Endo Steel

1-3

- Reflective
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

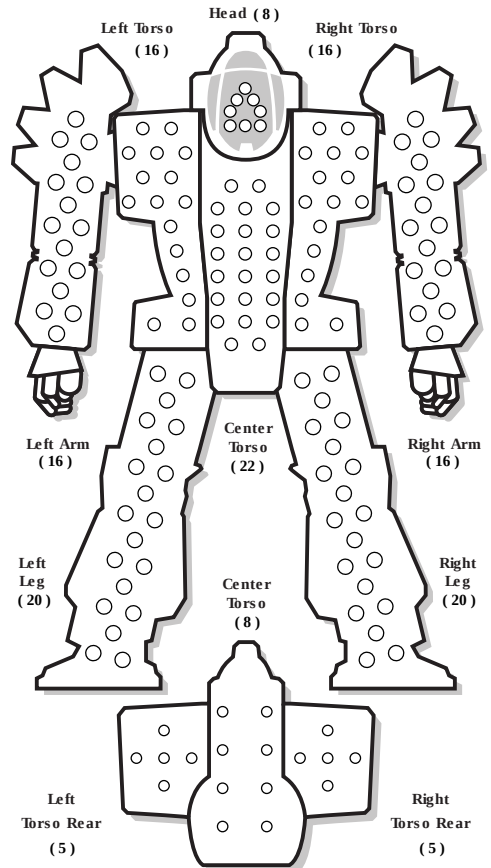
4-6

Right Leg

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

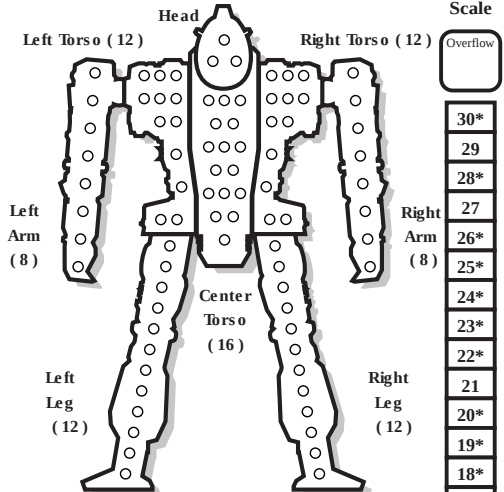
ARMOR DIAGRAM

Reflective



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: 14 (28)
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	○○○