BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Arctic Wolf II Prime

Movement Points:
Walking: 7
Running: 11
Jumping: 7
Engine Type: 280 XL

Tonnage: 40
Tech Base: Clan
Rules Level: Standard
Role: Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
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	Small Pulse Laser	LT	2	3 [P,AI]	—	2	4	6
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 15) 24

BV: 2,048

WARRIOR DATA

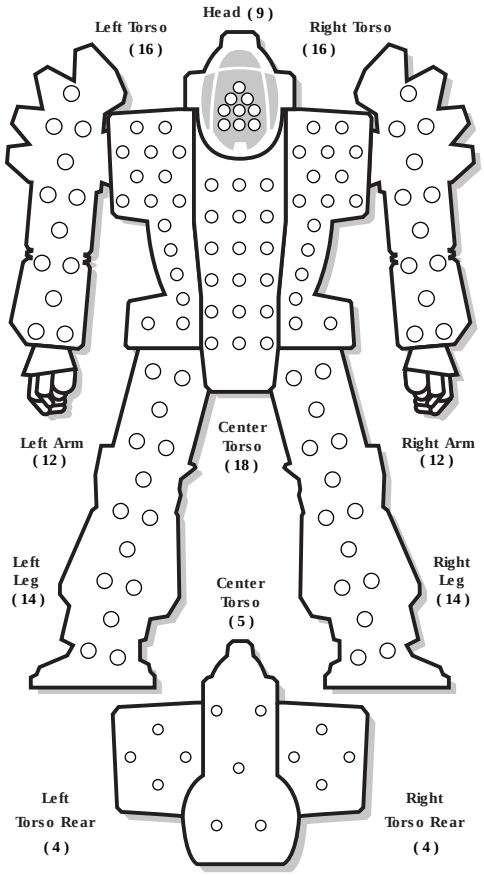
Name: _____

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

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

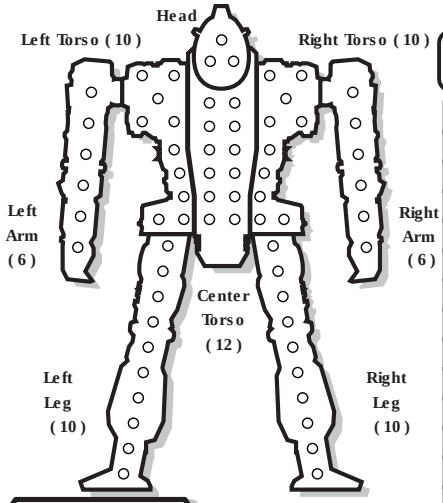
ARMOR DIAGRAM

Ferro-Fibrous



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. **Lower Arm Actuator**
4. **ER Medium Laser**
5. Endo Steel
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **Double Heat Sink**
4. **Double Heat Sink**
5. **Jump Jet**
6. **Jump Jet**

4-6
1. **LRM 15**
2. **LRM 15**
3. **Small Pulse Laser**
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. **Jump Jet**
6. Ferro-Fibrous

Head

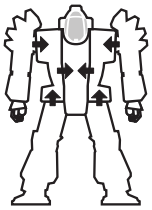
1. **Life Support**
2. **Sensors**
3. **Cockpit**
4. Ferro-Fibrous
5. **Sensors**
6. **Life Support**

Center Torso

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

4-6
1. **Gyro**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **XL Fusion Engine**
5. **Jump Jet**
6. Endo Steel

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. **ER Medium Laser**
5. Endo Steel
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **Jump Jet**
4. **Jump Jet**
5. **LRM 15**
6. **LRM 15**

4-6
1. **Ammo (LRM 15) 8**
2. **Ammo (LRM 15) 8**
3. **Ammo (LRM 15) 8**
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. **Jump Jet**
6. Ferro-Fibrous

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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