BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Wulfen B

Movement Points:
Walking: 10
Running: 15 [20]
Jumping: 6
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	ER Large Laser (C)	LA	12	10 [DE]	—	8	15	25
1	Targeting Computer (C)	LT	—	[E]	—	—	—	—
1	ECM Suite	HD	—	[E]	—	—	—	6

BV: 1,806

WARRIOR DATA

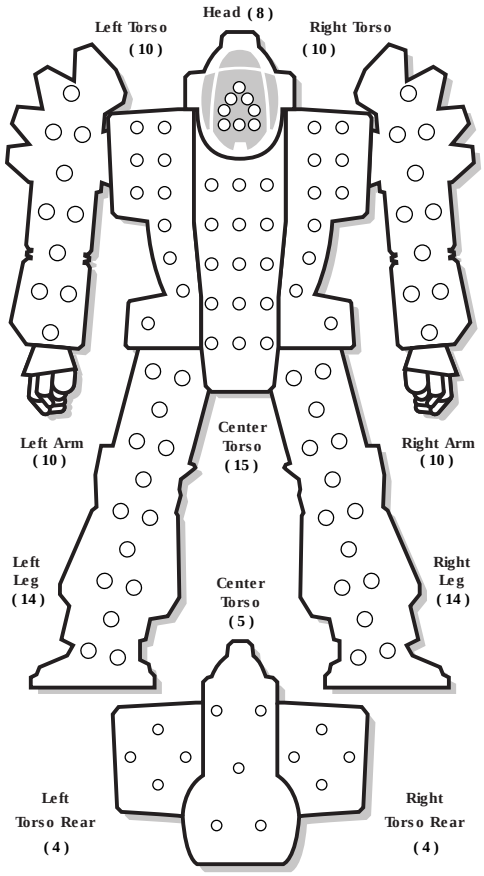
Name: _____

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

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

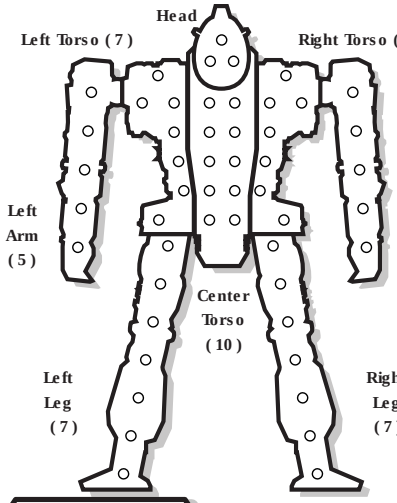
ARMOR DIAGRAM

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. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. ER Large Laser

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

Left Torso

1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Jump Jet
6. Jump Jet

4-6
1. Jump Jet
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

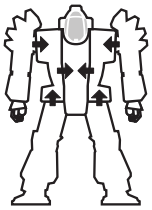
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

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

1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Jump Jet
6. Jump Jet

4-6
1. Jump Jet
2. Supercharger
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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