

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Hauptmann HA1-0

Movement Points: **Tonnage:** 95  
 Walking: 3 **Tech Base:** Inner Sphere  
 Running: 5 **Rules Level:** Standard  
 Jumping: 0 **Role:** Juggernaut

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

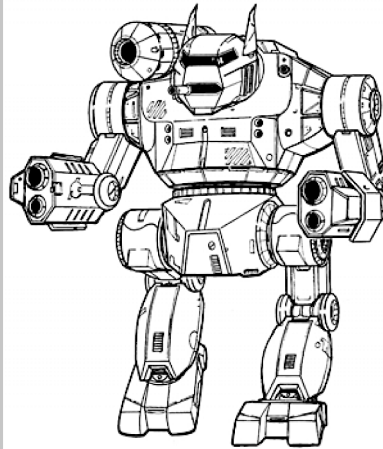
1	2	3	4	5	6
3	5	7	10	11	Dead

  
 Consciousness#

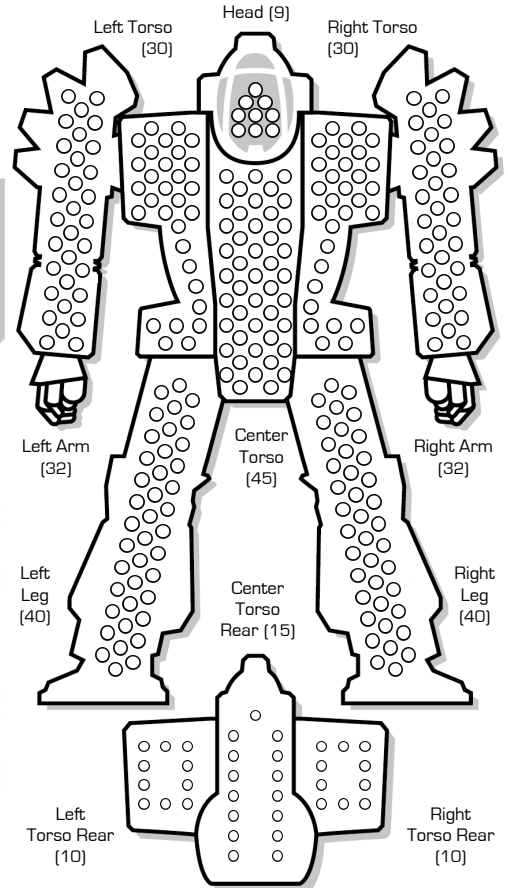
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	H	2	3	—	2	4	5
1	Guardian ECM Suite	CT	0	—	—	—	—	6
1	Streak SRM 2	RT	2	2/Msl	—	3	6	9
1	LB 20-X AC	LT	6	20	—	4	8	12
1	Streak SRM 2	LT	2	2/Msl	—	3	6	9
1	ER Large Laser	RA	12	8	—	7	14	19
1	Medium Pulse Laser	RA	4	6	—	2	4	6
1	ER Large Laser	LA	12	8	—	7	14	19
1	Medium Pulse Laser	LA	4	6	—	2	4	6

BV: 2,157



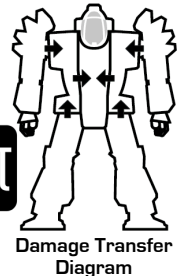
### ARMOR DIAGRAM



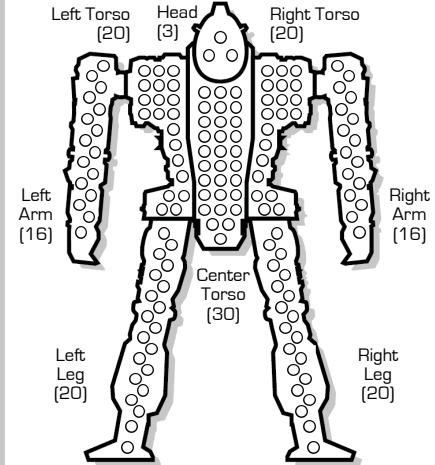
### CRITICAL HIT TABLE

Location	Hit 1-3	Hit 4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	
<b>Center Torso</b>	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. ER Large Laser 5. ER Large Laser 6. Medium Pulse Laser	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
<b>Left Torso</b>	1. LB 20-X AC 2. LB 20-X AC 3. LB 20-X AC 4. LB 20-X AC 5. LB 20-X AC 6. LB 20-X AC	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Guardian ECM Suite 6. Guardian ECM Suite
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	
<b>Right Torso</b>	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. ER Large Laser 5. ER Large Laser 6. Medium Pulse Laser	
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	

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



### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

Heat Level	Effects
30*	Shutdown
29	Ammo Exp. avoid on 8+
28*	Shutdown, avoid on 10+
27	-5 Movement Points
26*	+4 Modifier to Fire
25*	Ammo Exp. avoid on 6+
24*	Shutdown, avoid on 8+
23*	-4 Movement Points
22*	Ammo Exp. avoid on 4+
21	Shutdown, avoid on 6+
20*	+3 Modifier to Fire
19*	-3 Movement Points
18*	Shutdown, avoid on 4+
17*	+2 Modifier to Fire
16	-2 Movement Points
15*	+1 Modifier to Fire
14*	-1 Movement Points
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

### HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 [34]
30	Shutdown	Double
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	○ ○