BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hauptmann HA1-OA

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
2	ER Medium Laser	RA	5	5	—	4	8	12
1	SRM 6 w/ Artemis IV FCS	RA	4	2/Msl	—	3	6	9
2	ER Medium Laser	LA	5	5	—	4	8	12
1	SRM 6 w/ Artemis IV FCS	LA	4	2/Msl	—	3	6	9

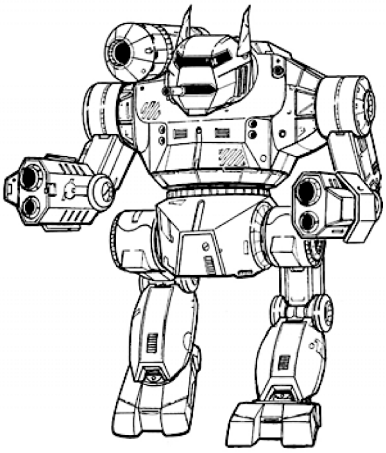
BV: 2,311

WARRIOR DATA

Name: _____

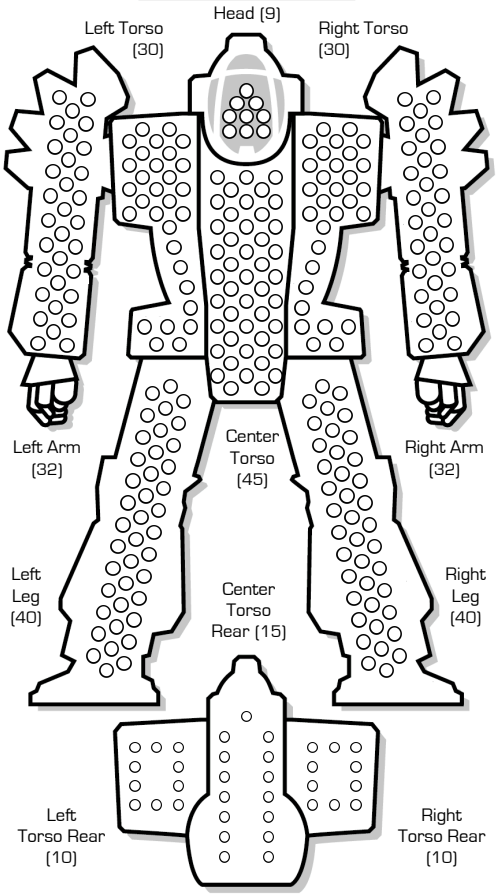
Gunnery Skill: ___ **Piloting Skill:** ___

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



Armor Factor - 293

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Double Heat Sink
2. ER Medium Laser
3. ER Medium Laser
4. SRM 6
5. SRM 6
6. Artemis IV FCS

Left Torso

1-3:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head

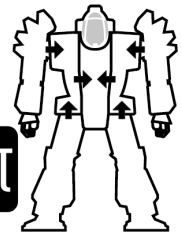
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

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. Double Heat Sink
6. Double Heat Sink

4-6:
1. Double Heat Sink
2. ER Medium Laser
3. ER Medium Laser
4. SRM 6
5. SRM 6
6. Artemis IV FCS

Right Torso

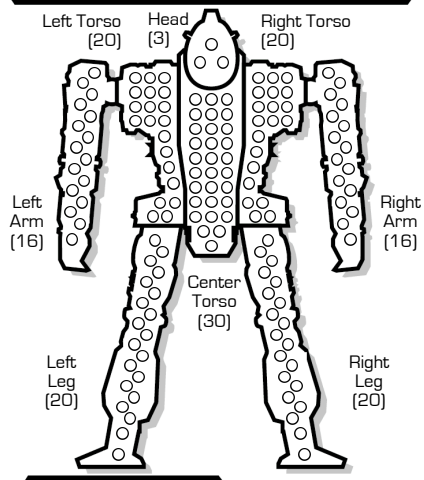
1-3:
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6:
1. Gauss Rifle
2. Ammo (Gauss) 8
3. Ammo (Gauss) 8
4. Ammo (SRM 6 Artemis IV) 15
5. Ammo (SRM 6 Artemis IV) 15
6. CASE

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



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	Heat Sinks: 17 [34] Double
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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