BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hauptmann HA1-OB

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	H	4	6	—	2	4	6
1	Ultra AC/20	CT/RT	8	20/Sht	—	3	7	10
1	ER PPC	RA	15	10	—	7	14	23
1	Medium Pulse Laser	RA	4	6	—	2	4	6
1	ER PPC	LA	15	10	—	7	14	23
1	Medium Pulse Laser	LA	4	6	—	2	4	6

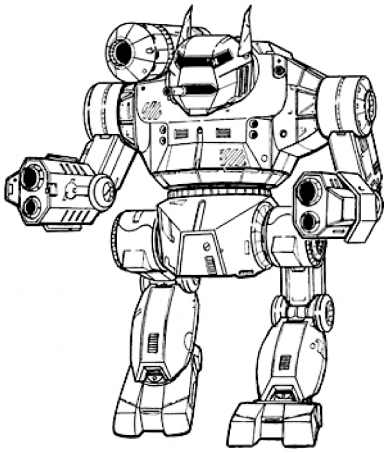
BV: 2,208

WARRIOR DATA

Name: _____

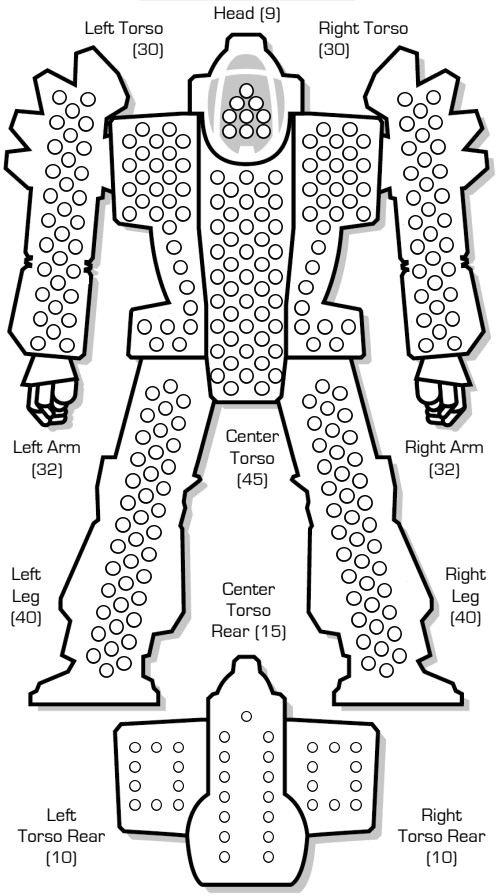
Gunnery Skill: ___ **Piloting Skill:** ___

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. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER PPC

1. ER PPC
2. ER PPC
3. Medium Pulse Laser
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

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

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

Head

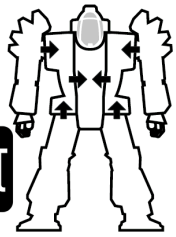
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ultra AC/20
6. Ultra AC/20

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER PPC

1. ER PPC
2. ER PPC
3. Medium Pulse Laser
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

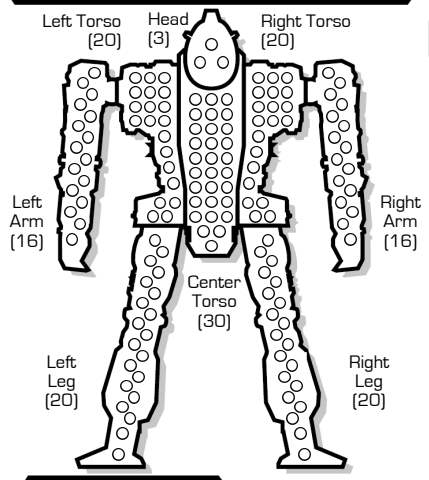
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

1. Ultra AC/20
2. Ultra AC/20
3. Ammo (Ultra AC/20) 5
4. Ammo (Ultra AC/20) 5
5. Ammo (Ultra AC/20) 5
6. CASE

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 [32] 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	

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

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