

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Hauptmann HA1-OC

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

### WARRIOR DATA

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

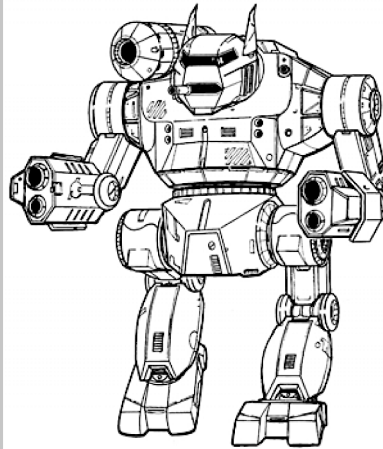
1	2	3	4	5	6
3	5	7	10	11	Dead

  
 Consciousness#

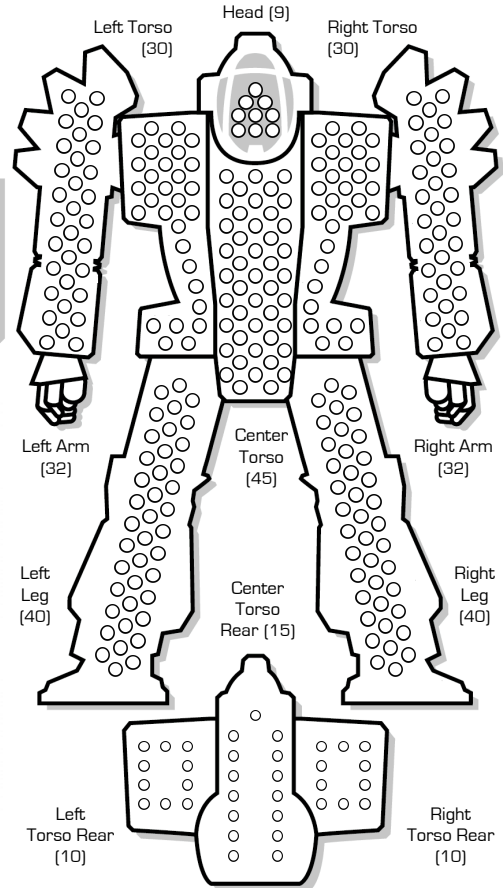
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	H	2	3	—	2	4	5
1	Heavy Gauss Rifle	CT/RT	25/20/104	—	6	13	20	—
1	Guardian ECM Suite	LT	0	—	—	—	—	6
1	LRM 20 w/ Artemis IV FCS	LT	6	1/Msl	6	7	14	21
2	ER Medium Laser	RA	5	5	—	4	8	12
1	Medium Pulse Laser	LA	4	6	—	2	4	6

BV: 2,333



### ARMOR DIAGRAM



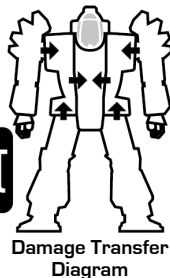
### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Pulse Laser
  - Double Heat Sink
- 1-3
- Center Torso**
- Double Heat Sink
  - Double Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- 1-3
- Left Torso**
- LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - Artemis IV FCS
- 1-3
- 4-6
- Guardian ECM Suite
  - Guardian ECM Suite
  - Ammo (Heavy Gauss) 4
  - Ammo (Heavy Gauss) 4
  - Ammo (Heavy Gauss) 4
  - Ammo (Heavy Gauss) 4

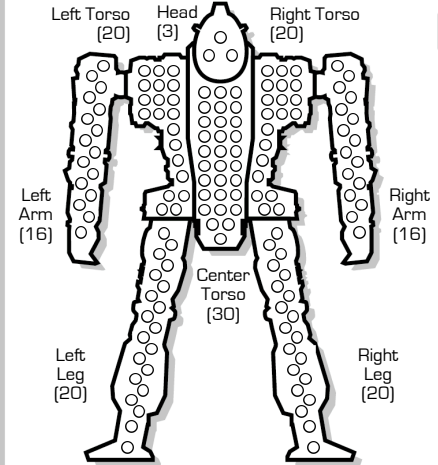
- Head**
- Life Support
  - Sensors
  - Cockpit
  - ER Small Laser
  - Sensors
  - Life Support
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- 4-6
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Heavy Gauss Rifle
  - Heavy Gauss Rifle

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - ER Medium Laser
  - ER Medium Laser
- 1-3
- 4-6
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
- Right Torso**
- Heavy Gauss Rifle
  - Heavy Gauss Rifle
  - Heavy Gauss Rifle
  - Heavy Gauss Rifle
  - Heavy Gauss Rifle
  - Heavy Gauss Rifle
- 1-3
- 4-6
- Heavy Gauss Rifle
  - Heavy Gauss Rifle
  - Heavy Gauss Rifle
  - Ammo (LRM 20 Artemis IV) 6
  - Ammo (LRM 20 Artemis IV) 6
  - CASE

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13 [26]
28	Ammo Exp. avoid on 8+	Double ○○
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