

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hauptmann HA1-OD

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

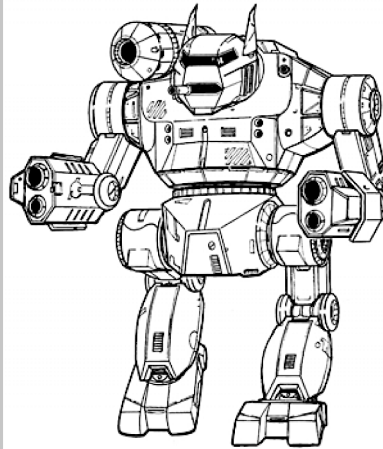
1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#

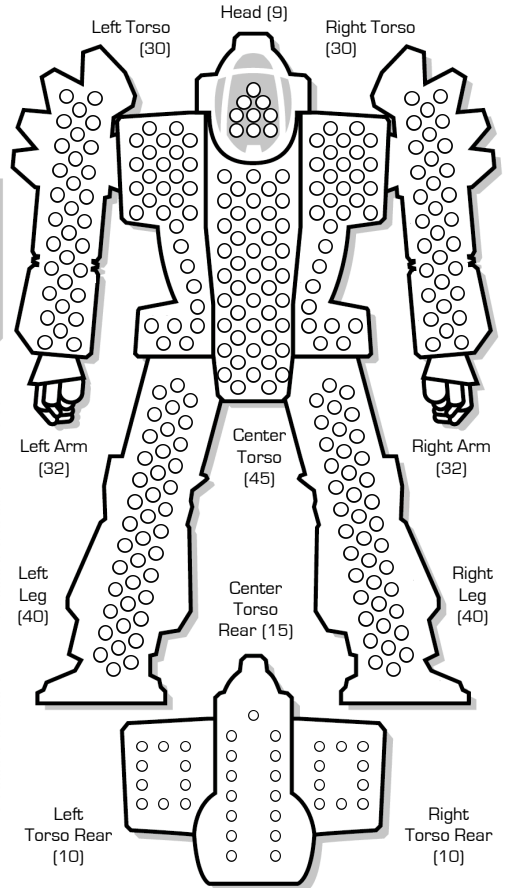
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5	—	4	8	12
1	Gauss Rifle	RT	1	15	2	7	15	22
1	C3 Computer (Master)	LT	0	—	—	—	—	—
1	Targeting Computer	LT	0	—	—	—	—	—
1	ER Medium Laser	RA	5	5	—	4	8	12
1	Rocket Launcher 10	RA	3	1/Msl	—	5	11	18
1	Heavy PPC	LA	15	15	3	6	12	18
1	Rocket Launcher 10	LA	3	1/Msl	—	5	11	18

BV: 2,359



ARMOR DIAGRAM

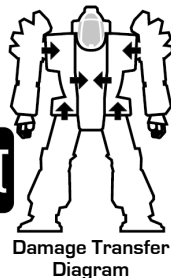


CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
- 1-3
- Heavy PPC
 - Heavy PPC
 - Heavy PPC
 - Heavy PPC
- 4-6
- Rocket Launcher 10
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Left Torso**
- C3 Computer (Master)
 - C3 Computer (Master)
 - C3 Computer (Master)
 - C3 Computer (Master)
 - C3 Computer (Master)
 - Targeting Computer
- 1-3
- Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
- 4-6

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - ER Medium Laser
 - Ammo (Gauss) 8
- 4-6

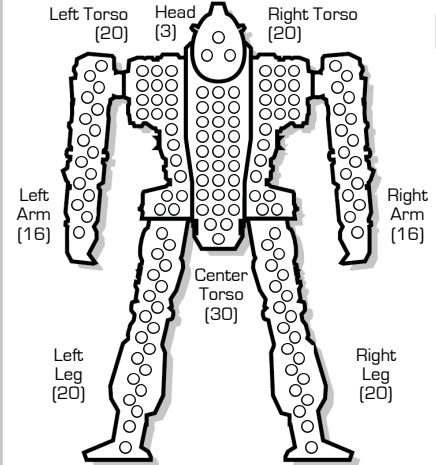
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Rocket Launcher 10
 - ER Medium Laser
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Right Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Ammo (Gauss) 8
 - CASE
- 4-6

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 [24]
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	○

Heat Scale

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	○