

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Hauptmann HA1-OE

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

### WARRIOR DATA

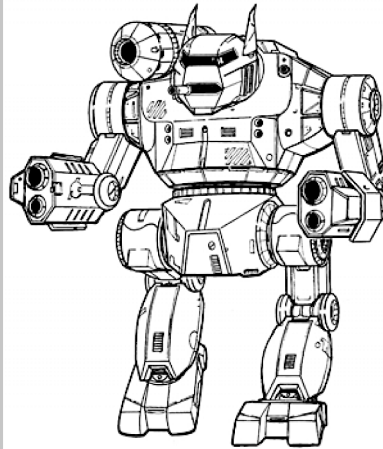
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

  
 Consciousness#

**Weapons & Equipment Inventory** (hexes)

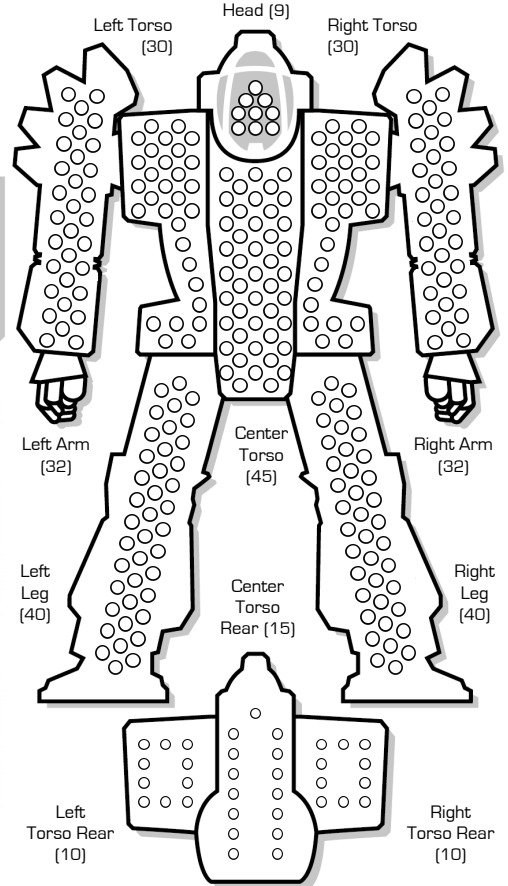
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 5	RT	3	2/Sht	—	3	6	9
1	Plasma Rifle	RT	10	10	—	5	10	15
1	MML 5	LT	3	2/Sht	—	3	6	9
1	Gauss Rifle	RA	1	15	2	7	15	22
1	Plasma Rifle	LA	10	10	—	5	10	15



BV: 2,298

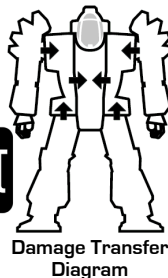


### ARMOR DIAGRAM

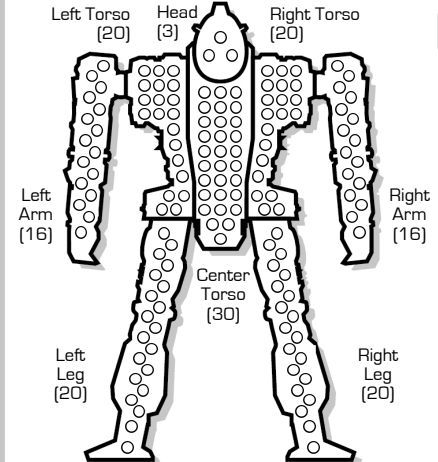


### CRITICAL HIT TABLE

- |  |  |  |  |   |
|--|--|--|--|---|
| <p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Plasma Rifle</li> <li>Plasma Rifle</li> <li>Ammo (Plasma Rifle) 10</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> | <p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>1-3</b></p> | <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p><b>1-3</b></p> | <p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Ammo (Gauss) 8</li> <li>Ammo (Gauss) 8</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> | <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Plasma Rifle</li> <li>Plasma Rifle</li> <li>MML 5</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>MML 5</li> <li>MML 5</li> <li>Ammo (MML 5/LRM) 24</li> <li>Ammo (MML 5/SRM) 20</li> <li>Ammo (MML 5/SRM) 20</li> <li>CASE</li> </ol> <p><b>4-6</b></p> |
|--|--|--|--|---|
- Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○
- Left Torso**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - MML 5
  - MML 5
  - MML 5
- 1-3**
- Ammo (Plasma Rifle) 10
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again



### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

Heat Level	Effects	Heat Sinks
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:
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	○ ○ ○ ○ ○ ○