

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hauptmann HA1-0F

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

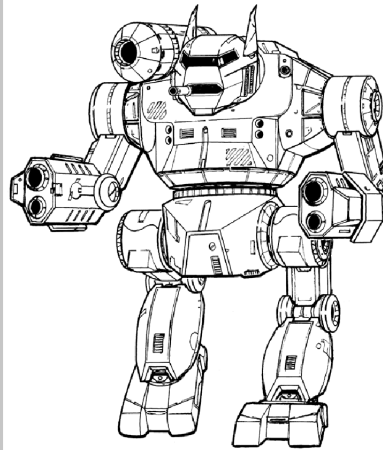
1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#

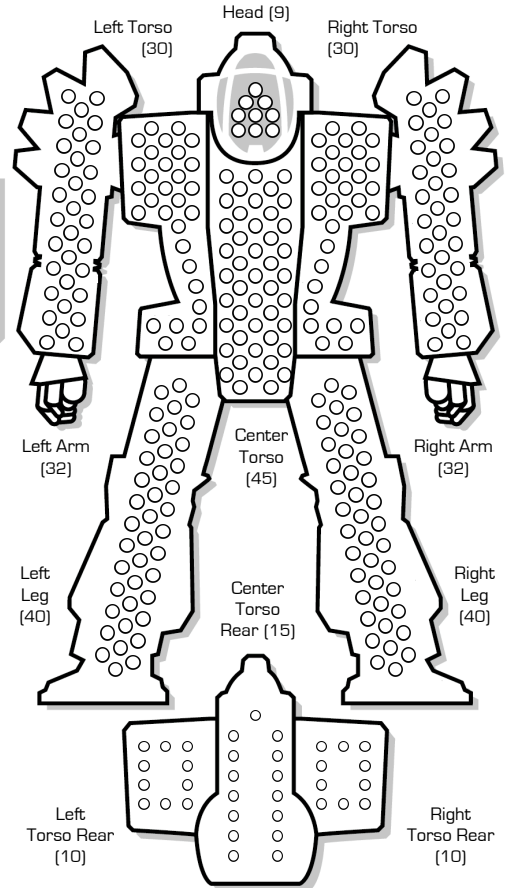
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	H	6	6	—	3	6	9
1	Angel ECM Suite	CT	0	—	—	—	—	6
1	Improved Heavy Gauss Rifle	LT	2	22	3	6	12	19
1	Heavy PPC	RA	15	15	3	6	12	18
2	Medium X-Pulse Laser	LA	6	6	—	3	6	9

BV: 2,484



ARMOR DIAGRAM



CRITICAL HIT TABLE

Location	Roll	Effect
Left Arm	1-3	Shoulder
	4	Upper Arm Actuator
	5	Lower Arm Actuator
	6	Hand Actuator
	7	Medium X-Pulse Laser
	8	Medium X-Pulse Laser
Center Torso	1-3	Roll Again
	4	Roll Again
	5	Roll Again
	6	Roll Again
	7	Roll Again
	8	Roll Again
Left Torso	1-3	Improved Heavy Gauss Rifle
	4	Improved Heavy Gauss Rifle
	5	Improved Heavy Gauss Rifle
	6	Improved Heavy Gauss Rifle
	7	Improved Heavy Gauss Rifle
	8	Improved Heavy Gauss Rifle
Right Torso	1-3	Roll Again
	4	Roll Again
	5	Roll Again
	6	Roll Again
	7	Roll Again
	8	Roll Again
Left Leg	1-3	Improved Heavy Gauss Rifle
	4	Improved Heavy Gauss Rifle
	5	Improved Heavy Gauss Rifle
	6	Improved Heavy Gauss Rifle
	7	Improved Heavy Gauss Rifle
	8	CASE II
Right Leg	1-3	Roll Again
	4	Roll Again
	5	Roll Again
	6	Roll Again
	7	Roll Again
	8	Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Medium X-Pulse Laser
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

Center Torso

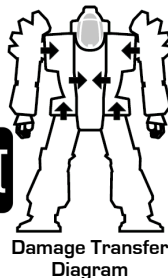
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

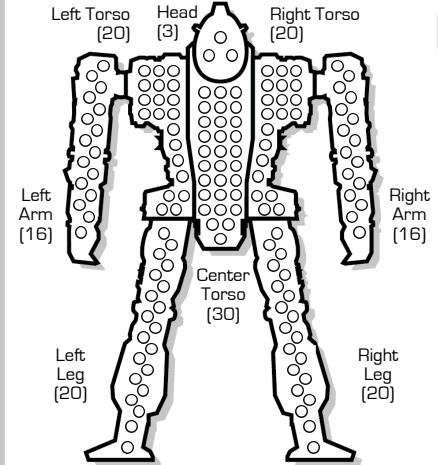
Right Torso

- Ammo (iHeavy Gauss) 4
- Ammo (iHeavy Gauss) 4
- Ammo (iHeavy Gauss) 4
- Ammo (iHeavy Gauss) 4
- CASE
- Roll Again

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 [22]
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

Heat Level	Effects
30*	Overflow
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	