

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hauptmann HA1-OM

Movement Points: **Tonnage:** 95
 Walking: 3 **Tech Base:** Mixed
 Running: 5 **Rules Level:** Advanced
 Jumping: 0 **Role:** Missile Boat

WARRIOR DATA

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

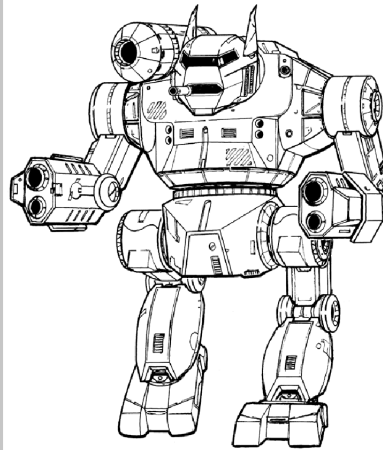
1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#

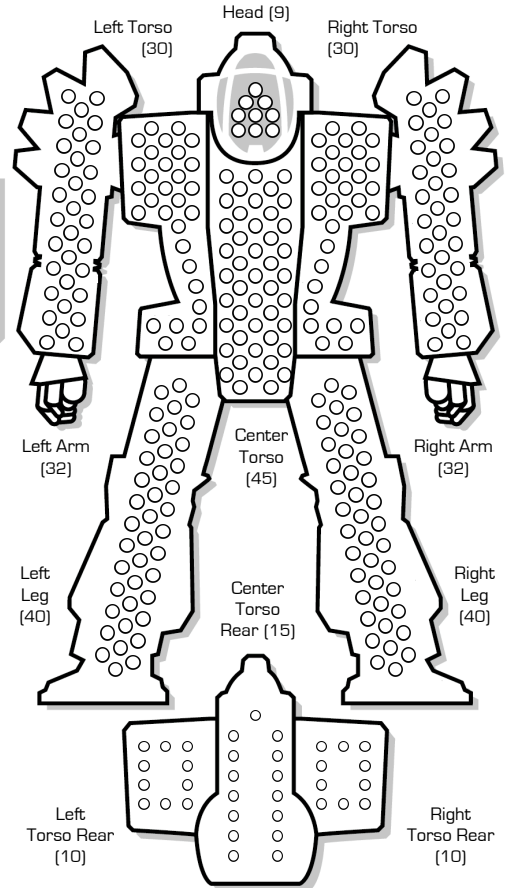
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC (C)	CT	15	15	—	7	14	23
1	LRM 15	RT	5	1/Msl	6	7	14	21
1	C3 Boosted Master	LT	0	—	—	—	—	—
1	LRM 15	RA	5	1/Msl	6	7	14	21
1	LRM 15	LA	5	1/Msl	6	7	14	21

BV: 2,214



ARMOR DIAGRAM



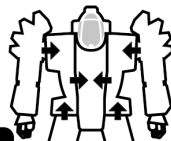
CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - LRM 15
 - LRM 15
 - LRM 15
- 4-6
- Roll Again
 - Roll Again
- Left Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- C3 Boosted Master
 - C3 Boosted Master
 - C3 Boosted Master
 - C3 Boosted Master
 - C3 Boosted Master
 - C3 Boosted Master
- 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 PPC (C)
 - ER PPC (C)
- 4-6

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - LRM 15
 - LRM 15
 - LRM 15
- 4-6
- Roll Again
 - Roll Again
- Right Torso**
- LRM 15
 - LRM 15
 - LRM 15
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
- 1-3
- Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - CASE
 - Roll Again
 - Roll Again
- 4-6

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

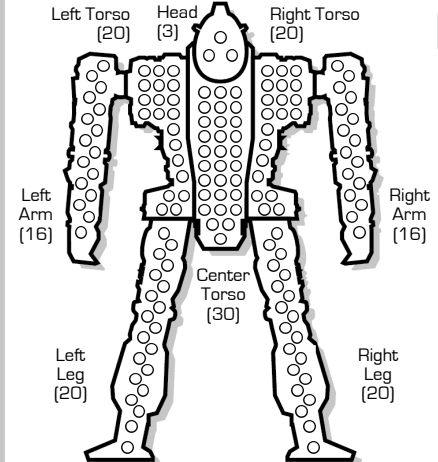


Damage Transfer Diagram



- 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 DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	15 [30]
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 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	