

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
Engine Type: 285 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	ECM Suite	LT	—	[E]	—	—	—	6
(Guardian)								
1	Heavy Gauss Rifle	CT/RT	2	25/20/10	4	6	13	20
				[DB,X]				
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5

Ammo: (Heavy Gauss) 16, (LRM 20 Artemis) 12

BV: 2,297



WARRIOR DATA

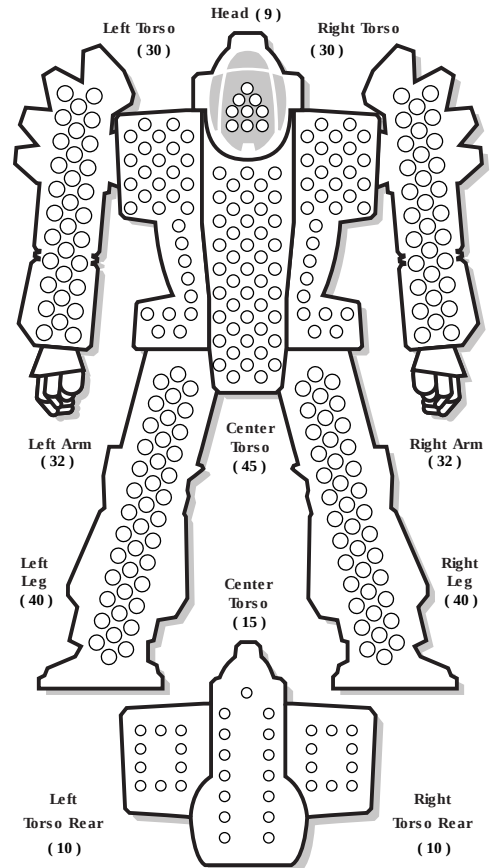
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

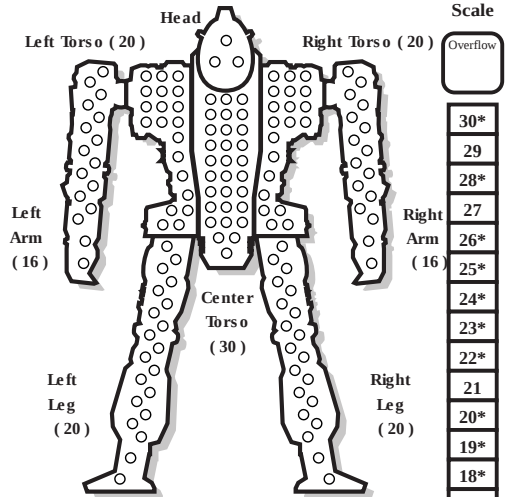
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- Ammo (Heavy Gauss) 4
- Ammo (Heavy Gauss) 4
- Ammo (Heavy Gauss) 4

1-3

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heavy Gauss Rifle
- Heavy Gauss Rifle

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- ER Medium Laser
- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- CASE

1-3

4-6

Right Leg

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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
30	Shutdown	○ ○ ○
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	○ ○ ○