

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hauptmann HA1-OF

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 285 Fusion

Tonnage: 95

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Imp. Heavy Gauss Rifle	LT	2	22 [DB,X]	3	6	12	19
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	Medium X-Pulse Laser	HD	6	6 [P]	—	3	6	9

Ammo: (iHeavy Gauss) 16

BV: 2,484



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium X-Pulse Laser
- Medium X-Pulse Laser
- Roll Again
- Roll Again

1-3

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

4-6

Left Torso (CASE II)

- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle

1-3

- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- CASE II

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Angel ECM Suite
- Angel ECM Suite
- Angel ECM Suite

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

Right Arm

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

1-3

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

4-6

Right Torso (CASE)

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

1-3

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

4-6

Right Leg

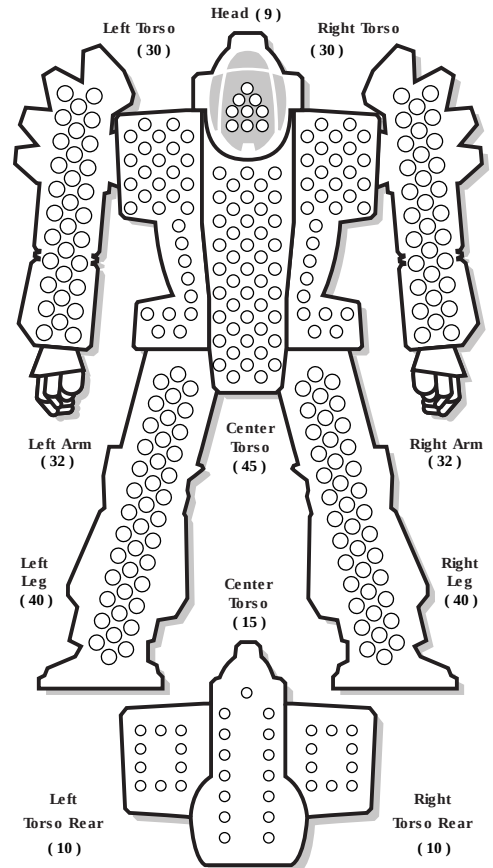
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

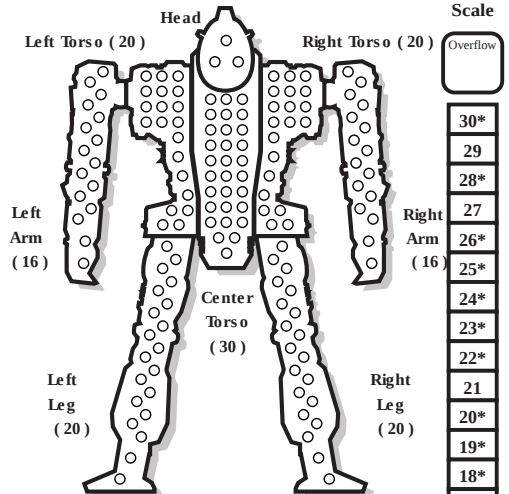
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks: 11 (22)

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