

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hauptmann HA1-OD

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
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18
1	Rocket Launcher 10	LA	3	1/Msl [M,C]	—	5	11	18
1	Rocket Launcher 10	RA	3	1/Msl [M,C]	—	5	11	18
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	C3 Computer	LT	—	[E]	—	5	9	15
(Master)								
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12

Ammo: (Gauss) 16

BV: 2,359



CRITICAL TABLE

Left Arm

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

1-3

- Rocket Launcher 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- C3 Master
- C3 Master
- C3 Master
- C3 Master
- C3 Master
- Targeting Computer

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

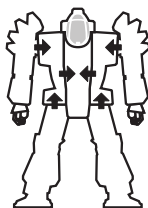
Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Medium Laser
- Ammo (Gauss) 8

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Rocket Launcher 10
- ER Medium Laser

1-3

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

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 5
- CASE

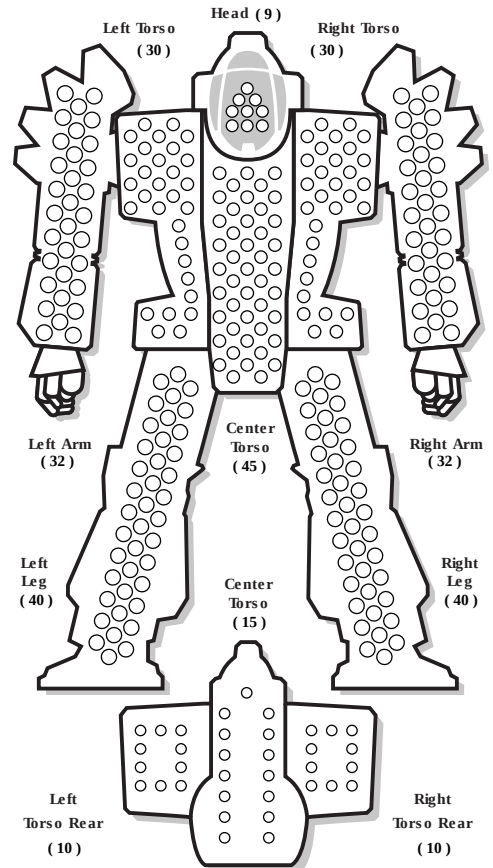
4-6

Right Leg

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

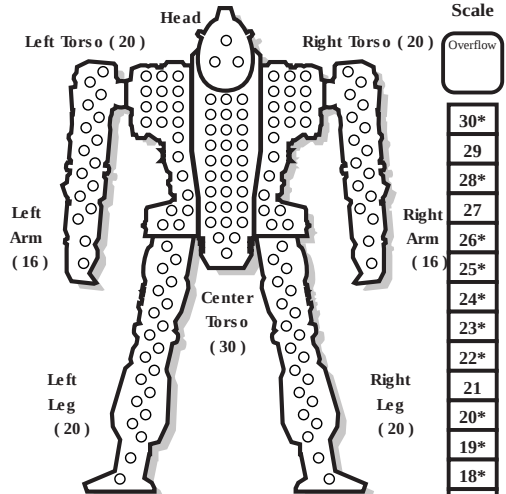
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	12 (24)
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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Heat Scale

Overflow

30*
29
28*
27
26*
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