

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
Engine Type: 285 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	C3BS (Master)	LT	—	[E]	—	5	9	15
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
1	ER PPC (C)	CT	15	15 [DE]	—	7	14	23

Ammo: (LRM 15) 48

BV: 2,214



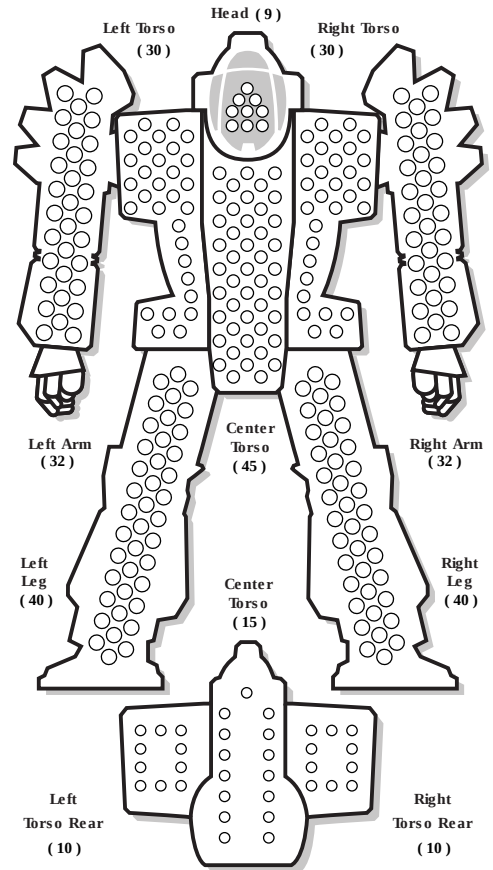
WARRIOR DATA

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

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

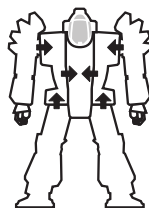
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

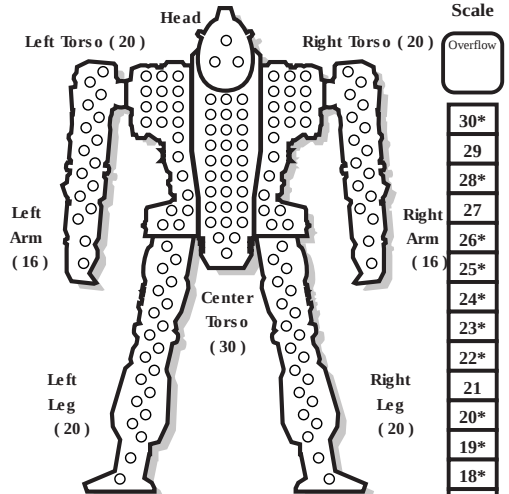
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Double Heat Sink		3. Cockpit		3. Double Heat Sink
	4. Double Heat Sink		4. Roll Again		4. Double Heat Sink
	5. Double Heat Sink		5. Sensors		5. Double Heat Sink
	6. LRM 15		6. Life Support		6. LRM 15
Left Torso		Center Torso		Right Torso (CASE)	
1-3	1. LRM 15	1-3	1. Fusion Engine	1-3	1. LRM 15
	2. LRM 15		2. Fusion Engine		2. LRM 15
	3. Roll Again		3. Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
4-6	1. Double Heat Sink	4-6	1. Gyro	4-6	1. LRM 15
	2. Double Heat Sink		2. Fusion Engine		2. LRM 15
	3. Double Heat Sink		3. Fusion Engine		3. LRM 15
	4. Double Heat Sink		4. Fusion Engine		4. Ammo (LRM 15) 8
	5. Double Heat Sink		5. ER PPC [Clan]		5. Ammo (LRM 15) 8
	6. Double Heat Sink		6. ER PPC [Clan]		6. Ammo (LRM 15) 8
Left Leg		Engine Hits		Right Leg	
1-3	1. C3BS (Master)	4-6	Gyro Hits ○○○○	4-6	1. Hip
	2. C3BS (Master)		Sensor Hits ○○○○		2. Upper Leg Actuator
	3. C3BS (Master)		Life Support ○		3. Lower Leg Actuator
	4. C3BS (Master)				4. Foot Actuator
	5. C3BS (Master)				5. Roll Again
	6. C3BS (Master)				6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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	○○○

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