# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

**Type:** Hauptmann HA1-OT

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 95 |
| **Walking:** | 3 | **Tech Base:** | Mixed |
| **Running:** | 5 | **Rules Level:** | Advanced |
| **Jumping:** | 0 | **Role:** | Juggernaut |
| **Engine Type:** | 285 Fusion | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | TSEMP Cannon | LA | 10 | 0 [DE,X] | — | 5 | 10 | 15 |
| 1 | TSEMP Cannon | RA | 10 | 0 [DE,X] | — | 5 | 10 | 15 |
| 1 | Ultra AC/20 (C) | LT | 7 | 20/Sht [DB,R/C] | — | 4 | 8 | 12 |
| 1 | Ultra AC/20 (C) | RT | 7 | 20/Sht [DB,R/C] | — | 4 | 8 | 12 |
| 1 | ER Small Laser (IS) | HD | 2 | 3 [DE] | — | 2 | 4 | 5 |

Ammo: (Ultra AC/20) 30

**BV:** 3,031

### WARRIOR DATA

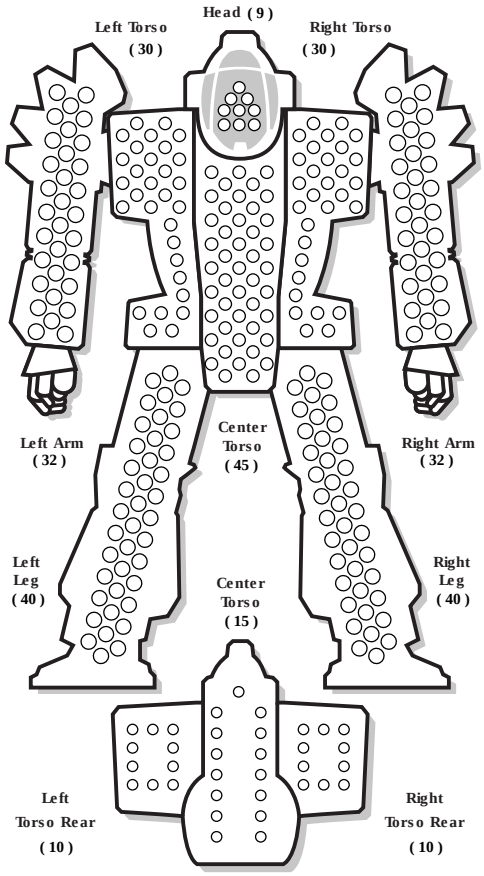
**Name:** _____

**Gunnery Skill:** _____ **Piloting Skill:** _____

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

### ARMOR DIAGRAM

**Standard Armor**




### CRITICAL TABLE

**Left Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. TSEMP Cannon
6. TSEMP Cannon

4-6
1. TSEMP Cannon
2. TSEMP Cannon
3. TSEMP Cannon
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso** (CASE II)

1-3
1. Ultra AC/20 [Clan]
2. Ultra AC/20 [Clan]
3. Ultra AC/20 [Clan]
4. Ultra AC/20 [Clan]
5. Ultra AC/20 [Clan]
6. Ultra AC/20 [Clan]

4-6
1. Ultra AC/20 [Clan]
2. Ultra AC/20 [Clan]
3. Ammo (Ultra AC/20) 5
4. Ammo (Ultra AC/20) 5
5. Ammo (Ultra AC/20) 5
6. CASE II [Clan]

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

**Head**

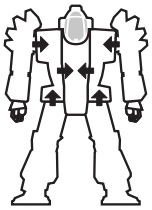
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

**Center Torso**

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

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



Damage Transfer Diagram

**Right Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. TSEMP Cannon
6. TSEMP Cannon

4-6
1. TSEMP Cannon
2. TSEMP Cannon
3. TSEMP Cannon
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso** (CASE)

1-3
1. Ultra AC/20 [Clan]
2. Ultra AC/20 [Clan]
3. Ultra AC/20 [Clan]
4. Ultra AC/20 [Clan]
5. Ultra AC/20 [Clan]
6. Ultra AC/20 [Clan]

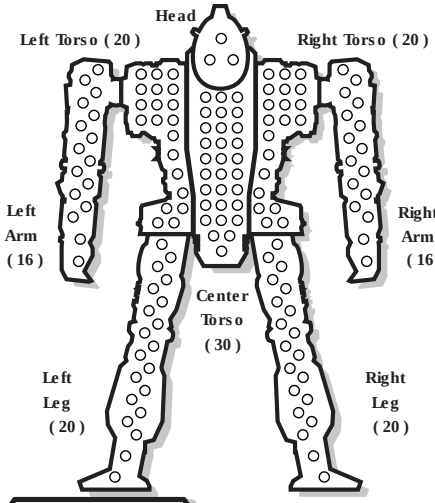
4-6
1. Ultra AC/20 [Clan]
2. Ultra AC/20 [Clan]
3. Ammo (Ultra AC/20) 5
4. Ammo (Ultra AC/20) 5
5. Ammo (Ultra AC/20) 5
6. CASE

**Right Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### 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 |

### HEAT DATA

Double Heat Sinks: 11 (22)

| 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 | |

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