

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Black Hawk-KU BHKU-O
Movement Points: **Tonnage:** 60
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Standard
Jumping: 5 **Role:** Skirmisher
Engine Type: 300 XL

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6	
3	Medium Laser	LA	3	5 [DE]	—	3	6	9	
2	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6	
3	Medium Laser	RA	3	5 [DE]	—	3	6	9	
1	Small Laser	LT	1	3 [DE]	—	1	2	3	
1	Small Laser	RT	1	3 [DE]	—	1	2	3	

BV: 1,731



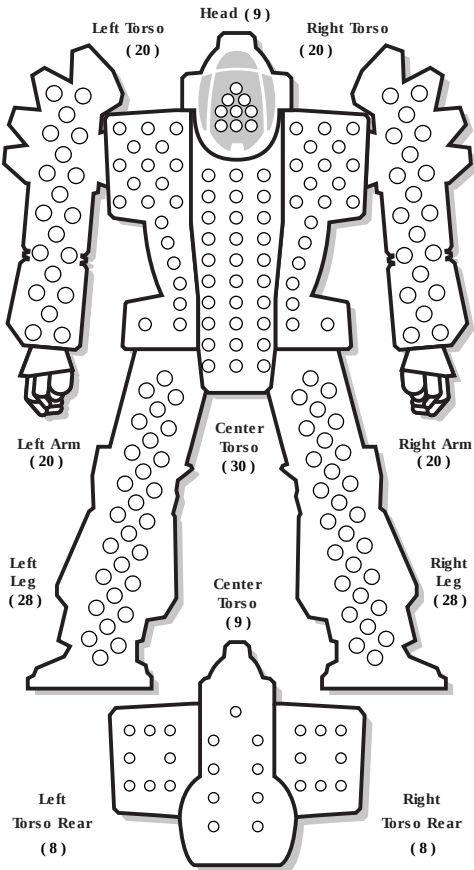
WARRIOR DATA

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

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

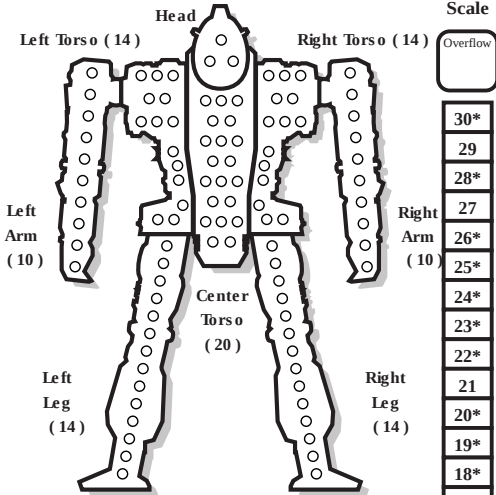
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium Pulse Laser
 - Medium Pulse Laser
 - Medium Laser

- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support

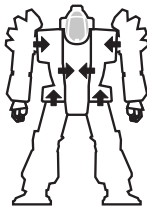
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium Pulse Laser
 - Medium Pulse Laser
 - Medium Laser

- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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*
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