

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Black Hawk-KU BHKU-OA

Movement Points: **Tonnage:** 60
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Standard
Jumping: 5 **Role:** Sniper
Engine Type: 300 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Anti-Missile System	LT	1	[PB]	—	1	—	—
1	Anti-Missile System	RT	1	[PB]	—	1	—	—

Ammo: (AMS) 24

BV: 1,770



WARRIOR DATA

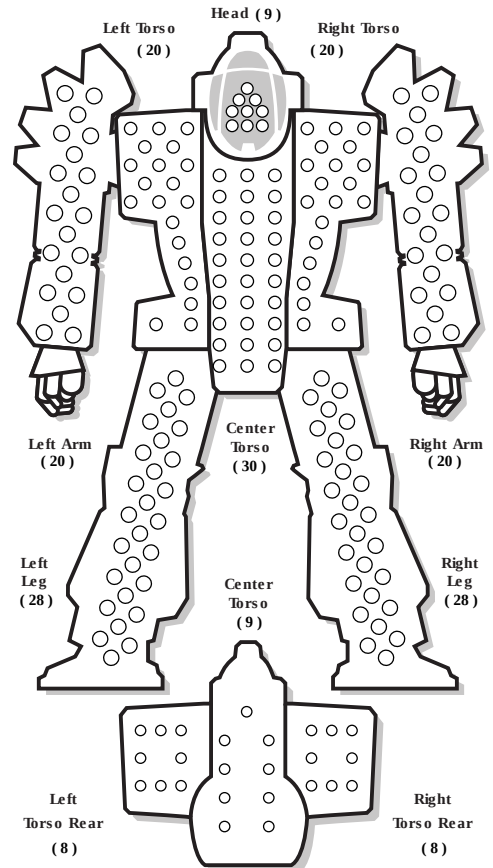
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

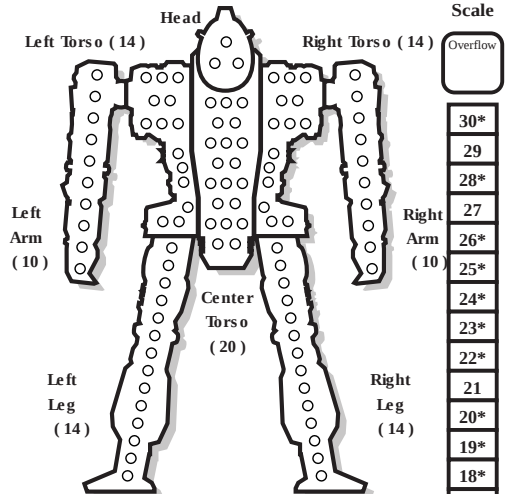
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- Roll Again

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Anti-Missile System
- Ammo (AMS) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- Roll Again

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

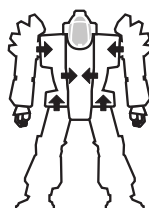
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Anti-Missile System
- Ammo (AMS) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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*
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3
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1
0