

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

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

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	LRM 20	LA	6	1/Msl [M,C,S]	6	7	14	21	
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19	

Ammo: (LRM 20) 12

BV: 1,539



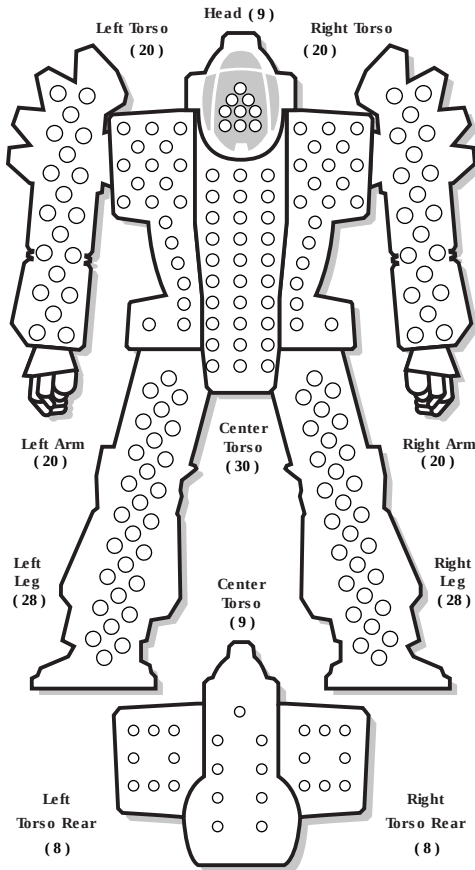
WARRIOR DATA

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

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

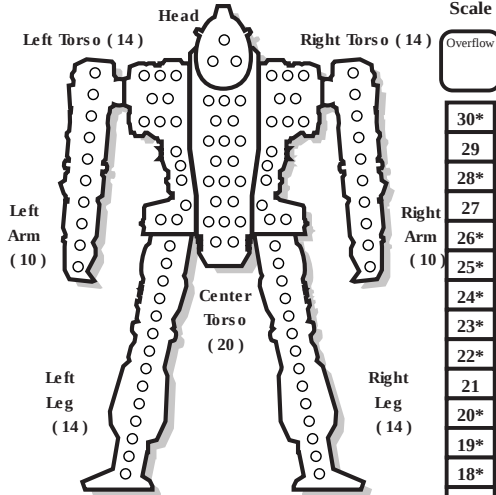
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

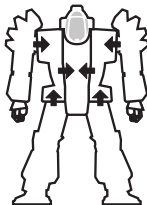
Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
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9
8*
7
6
5*
4
3
2
1
0

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. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. LRM 20		4. Roll Again		4. ER Large Laser
	5. LRM 20		5. Sensors		5. ER Large Laser
	6. LRM 20		6. Life Support		6. Roll Again
Center Torso		Left Torso		Right Torso	
4-6	1. LRM 20	4-6	1. XL Fusion Engine	1-3	1. Roll Again
	2. LRM 20		2. XL Fusion Engine		2. Roll Again
	3. Roll Again		3. XL 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
Left Torso		Right Torso		Left Leg	
1-3	1. XL Fusion Engine	1-3	1. Gyro	4-6	1. Hip
	2. XL Fusion Engine		2. XL Fusion Engine		2. Upper Leg Actuator
	3. XL Fusion Engine		3. XL Fusion Engine		3. Lower Leg Actuator
	4. Double Heat Sink		4. XL Fusion Engine		4. Foot Actuator
	5. Double Heat Sink		5. Jump Jet		5. Jump Jet
	6. Double Heat Sink		6. Roll Again		6. Jump Jet
Right Torso		Left Leg		Right Leg	
4-6	1. XL Fusion Engine	4-6	1. XL Fusion Engine	4-6	1. Hip
	2. XL Fusion Engine		2. XL Fusion Engine		2. Upper Leg Actuator
	3. XL Fusion Engine		3. XL Fusion Engine		3. Lower Leg Actuator
	4. Double Heat Sink		4. Double Heat Sink		4. Foot Actuator
	5. Double Heat Sink		5. Double Heat Sink		5. Jump Jet
	6. Double Heat Sink		6. Double Heat Sink		6. Jump Jet

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



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	○○○