

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Black Hawk-KU BHKU-OF
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 (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18
2	Light PPC	RA	5	5 [DE]	3	6	12	18
1	C3 Computer (Slave)	HD	—	[E]	—	—	—	—

BV: 1,759



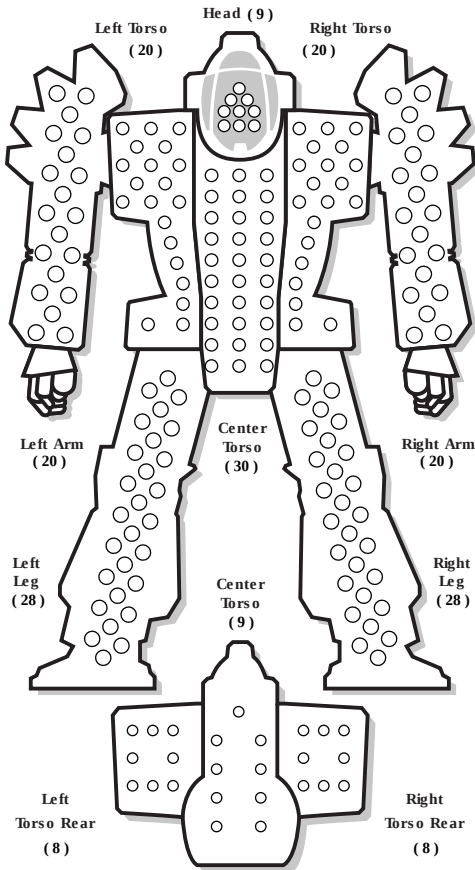
WARRIOR DATA

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

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

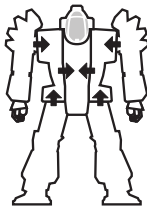
ARMOR DIAGRAM

Standard Armor



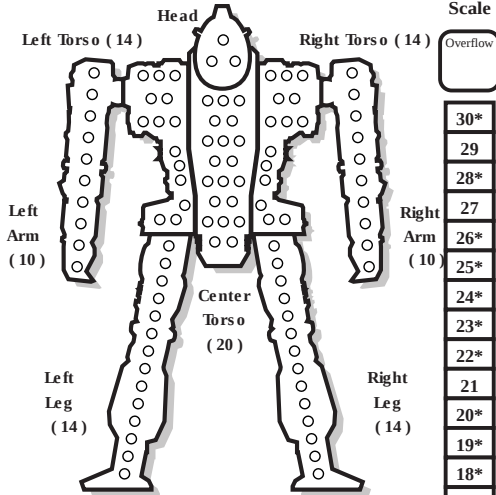
CRITICAL TABLE

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. Heavy PPC		3. Cockpit		3. Light PPC
	4. Heavy PPC		4. C3 Slave		4. Light PPC
	5. Heavy PPC		5. Sensors		5. Light PPC
	6. Heavy PPC		6. Life Support		6. Light PPC
Left Torso		Center Torso		Right Torso	
1-3	1. Roll Again	1-3	1. XL Fusion Engine	1-3	1. Roll Again
	2. Roll Again		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
4-6	1. Roll Again	4-6	1. Gyro	4-6	1. XL Fusion Engine
	2. Roll Again		2. XL Fusion Engine		2. XL Fusion Engine
	3. Roll Again		3. XL Fusion Engine		3. XL Fusion Engine
	4. Double Heat Sink		4. Jump Jet		4. Double Heat Sink
	5. Double Heat Sink		5. Roll Again		5. Double Heat Sink
	6. Double Heat Sink		6. Roll Again		6. Double Heat Sink
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Jump Jet		5. Jump Jet		
	6. Jump Jet		6. Jump Jet		
				Damage Transfer Diagram	



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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*
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