

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Black Hawk-KU BHKU-OX  
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 |
|-----|---------------------|-----|----|-----------|-----|-----|-----|-----|
| 7   | Medium Laser        | LA  | 3  | 5 [DE]    | —   | 3   | 6   | 9   |
| 7   | Medium Laser        | RA  | 3  | 5 [DE]    | —   | 3   | 6   | 9   |
| 1   | Coolant Pod         | LT  | —  | [PE,OS,X] | —   | —   | —   | —   |
| 1   | Coolant Pod         | RT  | —  | [PE,OS,X] | —   | —   | —   | —   |
| 1   | C3 Computer (Slave) | HD  | —  | [E]       | —   | —   | —   | —   |

BV: 1,941



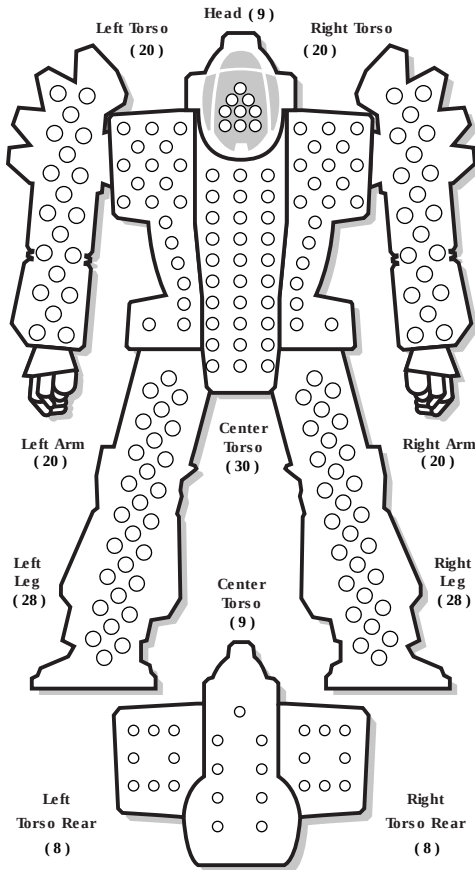
WARRIOR DATA

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
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Medium Laser
  - Medium Laser
  - Medium Laser

- 1-3
- Medium Laser
  - Medium Laser
  - Medium Laser
  - Medium Laser
  - Roll Again
  - Roll Again

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

- 1-3
- Coolant Pod
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

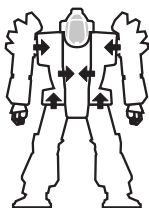
- Left Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Jump Jet

- Head
- Life Support
  - Sensors
  - Cockpit
  - C3 Slave
  - Sensors
  - Life Support

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

- 1-3
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Roll Again

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



Damage Transfer Diagram

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

- 1-3
- Medium Laser
  - Medium Laser
  - Medium Laser
  - Medium Laser
  - Roll Again
  - Roll Again

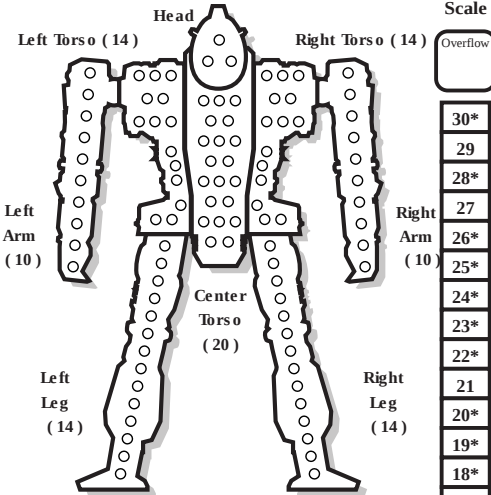
- Right Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

- 1-3
- Coolant Pod
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

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

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

| 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     |

Double Heat Sinks: 14 (28)



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   |