

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Blackjack BJ2-OD

Movement Points: **Tonnage:** 50
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 4 **Role:** Brawler
Engine Type: 200 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
2	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Small Laser	CT	1	3 [DE]	—	1	2	3

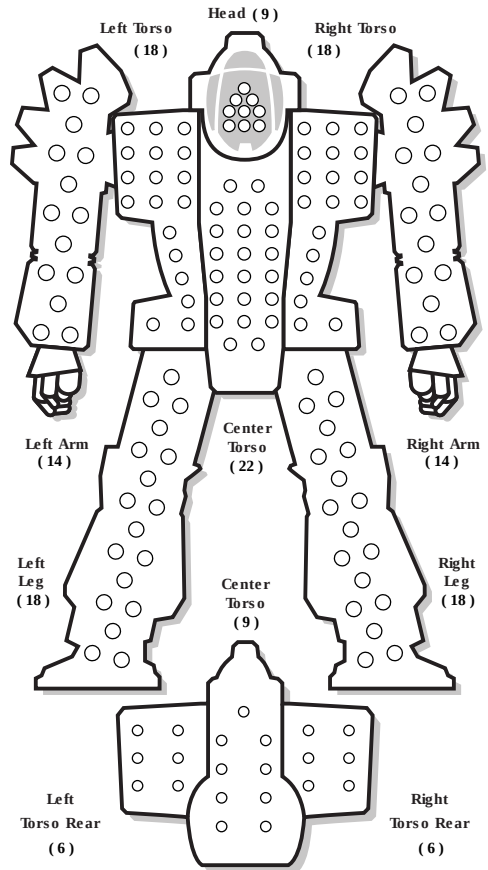
WARRIOR DATA

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

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

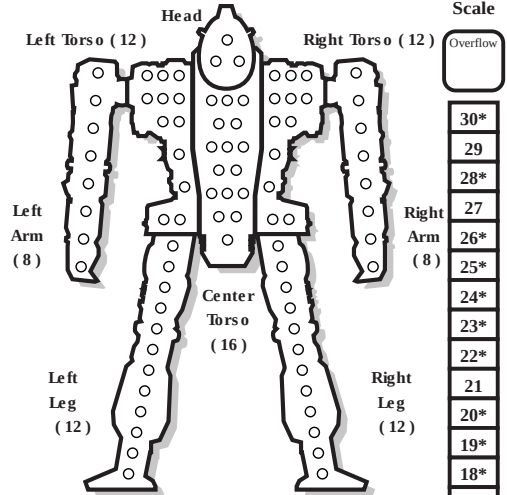
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- Center Torso**
- Double Heat Sink
 - Double Heat Sink
 - PPC
 - PPC
 - PPC
 - Medium Pulse Laser

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Medium Pulse Laser
 - Medium Laser
 - Medium Laser

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - 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
 - Endo Steel
 - Sensors
 - Life Support

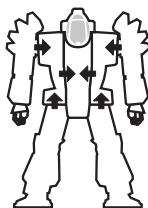
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - 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

- 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: 13 (26)
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	○○○