

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Black Hawk (Nova) U

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 250 XL

Tonnage: 50

Tech Base: Mixed

Rules Level: Advanced

Role: Striker

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Micro Pulse Laser	LA	1	3 [P, AI]	—	1	2	3
1	Sword	LA	—	6	—	—	—	—
3	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	Spot Welder	RA	2	5	—	—	—	—
4	Machine Gun (C)	LT	—	2 [DB, AI]	—	1	2	3
1	Light Active Probe	LT	—	[E]	—	—	—	3
1	Liquid Storage:1t	LT	—	[E]	—	—	—	—
4	Machine Gun (C)	RT	—	2 [DB, AI]	—	1	2	3
1	Liquid Storage:1t	RT	—	[E]	—	—	—	—
1	ECM Suite	HD	—	[E]	—	—	—	6

Ammo: (Machine Gun) 100

BV: 1,394



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Micro Pulse Laser
- Micro Pulse Laser

1-3

- Micro Pulse Laser
- Sword [IS]
- Sword [IS]
- Sword [IS]
- Sword [IS]
- Roll Again

4-6

Left Torso

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

1-3

- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun
- Light Active Probe
- Liquid Storage

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

1-3

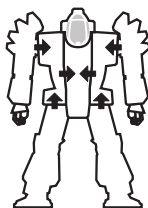
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- BattleMech/Vehicle HarJel System

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



Damage Transfer Diagram

Right Arm

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

1-3

- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Spot Welder
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

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

1-3

- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun
- Ammo (Machine Gun) 100
- Liquid Storage

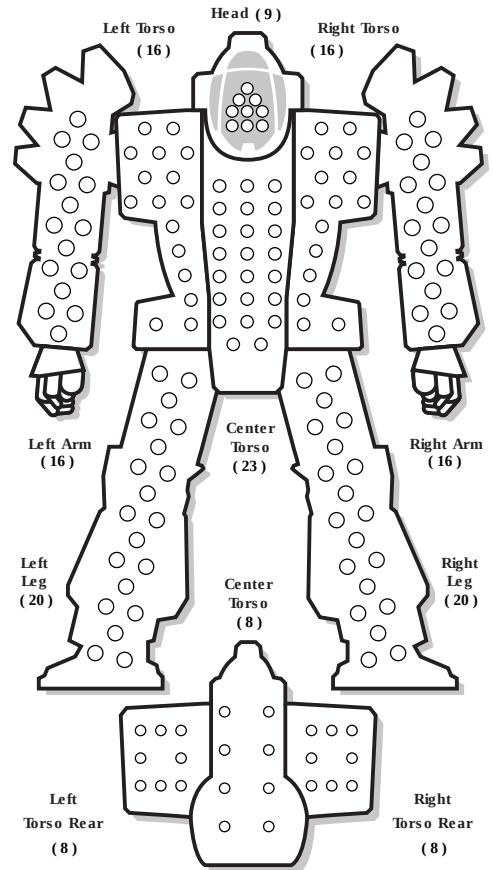
4-6

Right Leg

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

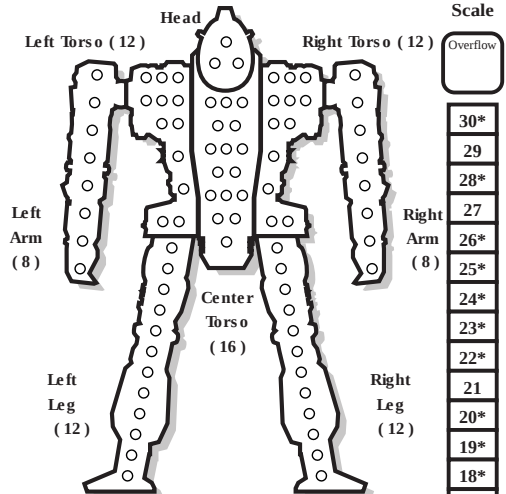
ARMOR DIAGRAM

Standard Armor



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*
27
26*
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