

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Black Hawk-KU BHKU-OU

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

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Hatchet	LA	—	12	—	—	—	—
6	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Liquid Storage:1t	CT	—	[E]	—	—	—	—
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

WARRIOR DATA

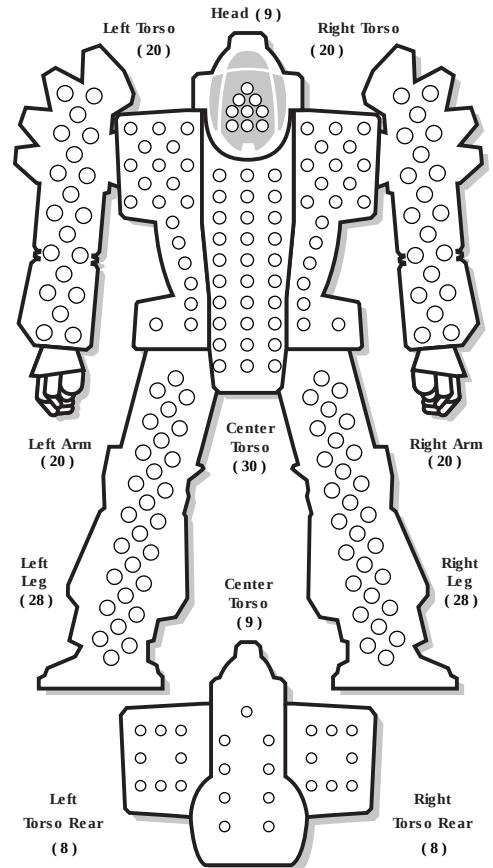
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Standard Armor



BV: 1,687

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hatchet
- Hatchet

1-3

- Hatchet
- Hatchet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- 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
- Liquid Storage

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

4-6

Right Torso

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

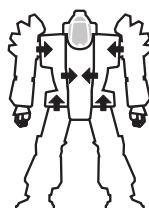
1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Right Leg

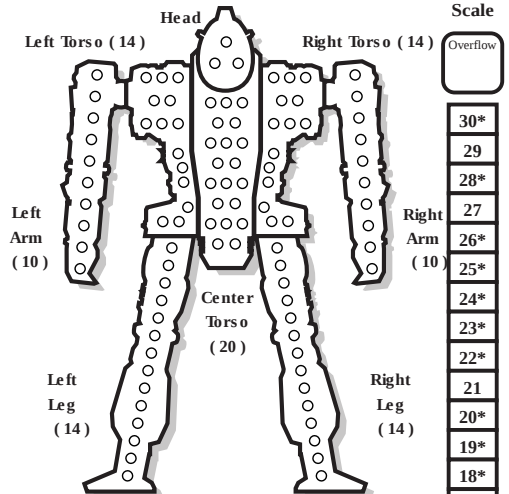
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 19 (38)
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*
25*
24*
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22*
21
20*
19*
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