

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Black Hawk (Nova) H

Movement Points: **Tonnage:** 50
 Walking: 5 **Tech Base:** Clan
 Running: 8 **Rules Level:** Standard
 Jumping: 5 **Role:** Skirmisher
 Engine Type: 250 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9
5	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9

Laser

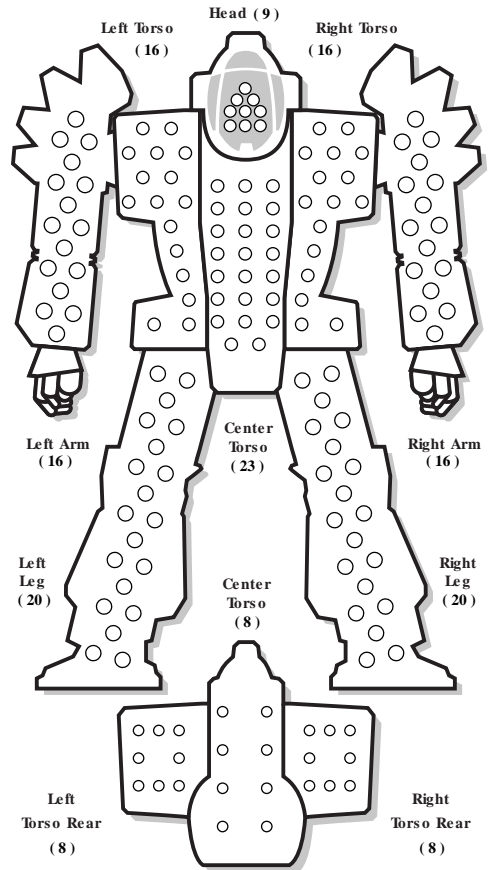
WARRIOR DATA

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: 1,832



CRITICAL TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Heavy Medium Laser Heavy Medium Laser Heavy Medium Laser Heavy Medium Laser <p>4-6</p> <ol style="list-style-type: none"> Heavy Medium Laser Heavy Medium Laser Heavy Medium Laser Heavy Medium Laser Heavy Medium Laser Heavy Medium Laser <p>Left Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>4-6</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine <p>1-3</p> <ol style="list-style-type: none"> Gyro Gyro Gyro <p>4-6</p> <ol style="list-style-type: none"> Gyro XL Fusion Engine XL Fusion Engine XL Fusion Engine Jump Jet Roll Again 	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Heavy Medium Laser Heavy Medium Laser Heavy Medium Laser Heavy Medium Laser <p>4-6</p> <ol style="list-style-type: none"> Heavy Medium Laser Heavy Medium Laser Heavy Medium Laser Heavy Medium Laser Heavy Medium Laser Heavy Medium Laser <p>Right Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>4-6</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
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Engine Hits ○○○○

Gyro Hits ○○○

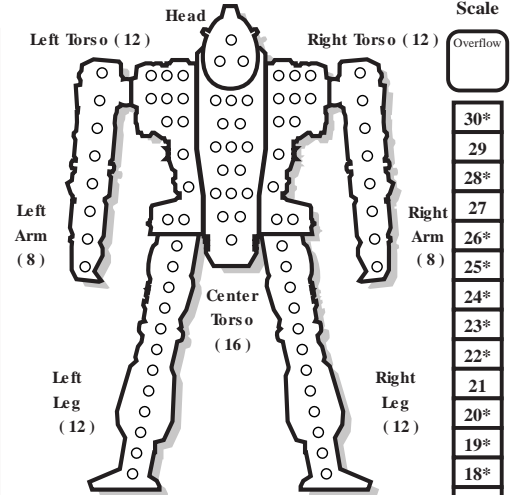
Sensor Hits ○○○

Life Support ○

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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

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