

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Black Hawk (Nova) S
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 (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
3	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12	
3	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12	
2	Machine Gun	LT	—	2 [DB, AI]	—	1	2	3	
2	Machine Gun	RT	—	2 [DB, AI]	—	1	2	3	
1	Anti-Missile System	CT	1	[PB]	—	1	—	—	
1	Active Probe	HD	—	[E]	—	—	—	5	

Ammo: (AMS) 24, (Machine Gun) 100

BV: 2,017



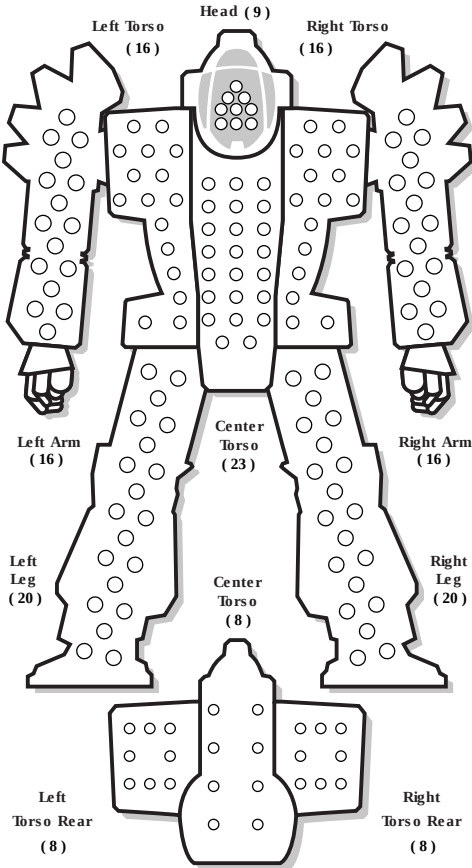
WARRIOR DATA

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

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

ARMOR DIAGRAM

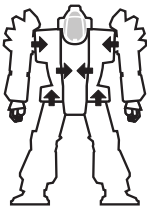
Standard Armor



CRITICAL TABLE

- Left Arm**
- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Pulse Laser
 - Medium Pulse Laser
- 4-6
- Medium Pulse Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Left Torso (CASE)**
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Machine Gun
 - Machine Gun
 - Ammo (Machine Gun) 100
 - 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
 - Active Probe
 - Sensors
 - Life Support
- Center Torso**
- 1-3
- 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
 - Anti-Missile System
- Engine Hits** ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



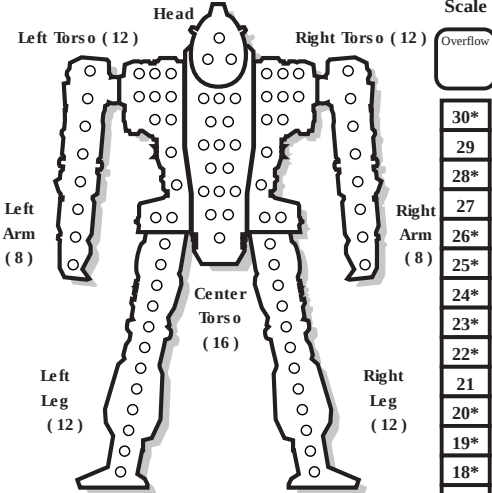
Damage Transfer Diagram

- Right Arm**
- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Pulse Laser
 - Medium Pulse Laser
- 4-6
- Medium Pulse Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Right Torso (CASE)**
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Machine Gun
 - Machine Gun
 - Ammo (AMS) 24
 - 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	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*
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