

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Ryoken (Stormcrow) C

Movement Points: **Tonnage:** 55
Walking: 6 **Tech Base:** Clan
Running: 9 **Rules Level:** Standard
Jumping: 0 **Role:** Striker
Engine Type: 330 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10	—	6	12	18
[DB,C/F/S]								
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12

Ammo: (LB-10X) 20, (LB-10X Cluster) 10

BV: 1,822



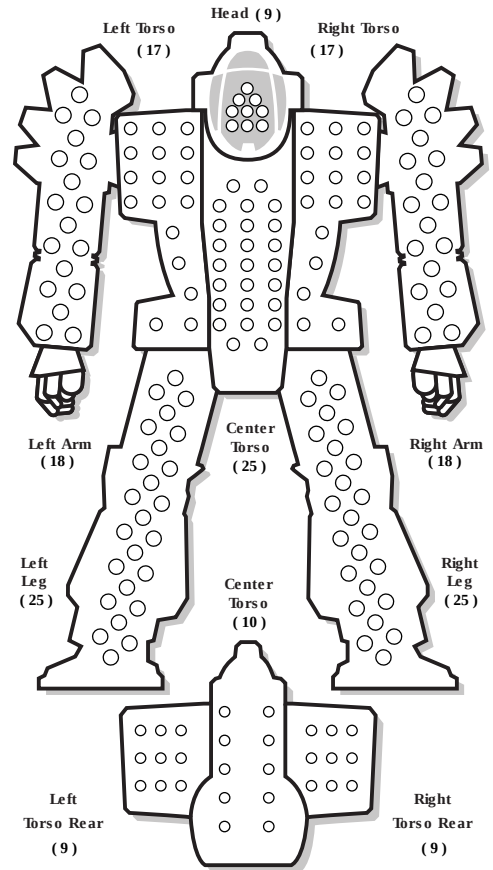
WARRIOR DATA

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

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

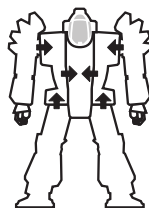
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

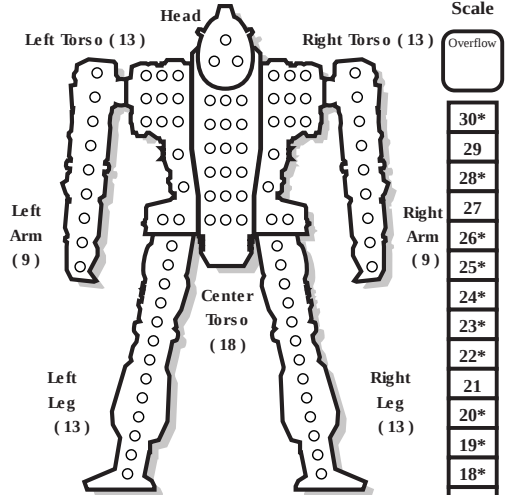
Left Arm (CASE)		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. LB 10-X AC		3. Cockpit		3. Lower Arm Actuator
	4. LB 10-X AC		4. Roll Again		4. Hand Actuator
	5. LB 10-X AC		5. Sensors		5. Large Pulse Laser
	6. LB 10-X AC		6. Life Support		6. Large Pulse Laser
Left Torso		Center Torso		Right Torso	
1-3	1. LB 10-X AC	1-3	1. XL Fusion Engine	1-3	1. Roll Again
	2. Ammo (LB-10X) 10		2. XL Fusion Engine		2. Roll Again
	3. Ammo (LB-10X) 10		3. XL Fusion Engine		3. Roll Again
	4. Ammo (LB-10X Cluster) 10		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. Ferro-Fibrous	1-3	1. Hip	Gyro Hits	
	2. Roll Again		2. Upper Leg Actuator	Sensor Hits	
	3. Roll Again		3. Lower Leg Actuator	Life Support	
	4. Roll Again		4. Foot Actuator		
	5. Roll Again		5. Endo Steel		
	6. Roll Again		6. Endo Steel		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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	○