BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Ryoken III-XP (Skinwalker) C

Movement Points:		**Tonnage:**	55
Walking:	6 [7]	**Tech Base:**	Mixed
Running:	9 [11]	**Rules Level:**	Experimental
Jumping:	0	**Role:**	Striker
Engine Type:	330 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 9	LA	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	TSEMP Cannon	RA	10	0 [DE,X]	—	5	10	15
3	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
3	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	Targeting Computer (C)	CT	—	[E]	—	—	—	—

Ammo: (ATM 9) 7, (ATM 9 ER) 7, (ATM 9 HE) 7

BV: 4,428

WARRIOR DATA

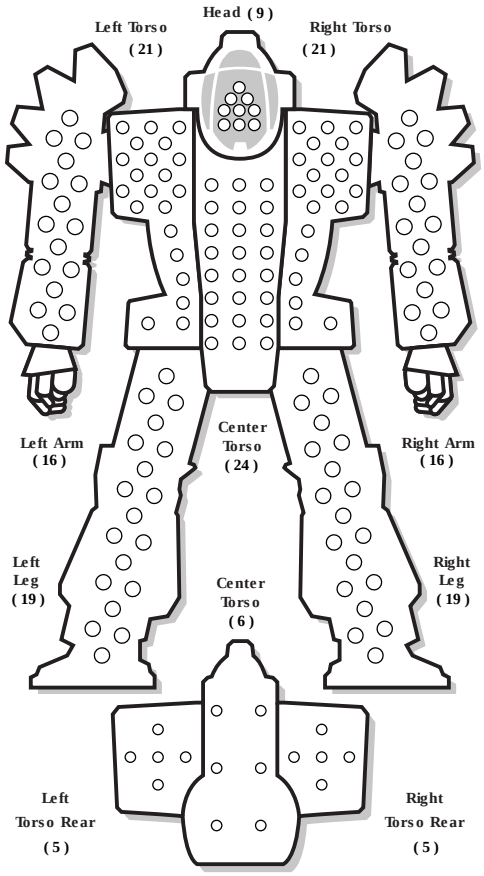
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

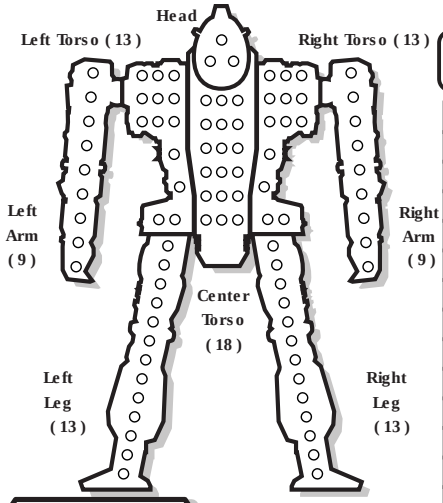
ARMOR DIAGRAM

Ferro-Lamellor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm (CASE)

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. Ferro-Lamellor
5. Ferro-Lamellor
6. **ATM 9**

4-6
1. **ATM 9**
2. **ATM 9**
3. **ATM 9**
4. **Ammo (ATM 9 ER) 7**
5. **Ammo (ATM 9) 7**
6. **Ammo (ATM 9 HE) 7**

Left Torso

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. **ER Medium Laser**
5. **ER Medium Laser**
6. **ER Medium Laser**

Left Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Ferro-Lamellor
6. Ferro-Lamellor

Head

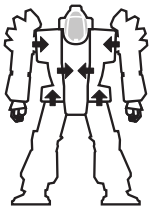
1. **Life Support**
2. **Sensors**
3. **Interface Cockpit**
4. **Interface Cockpit**
5. **Sensors**
6. **Life Support**

Center Torso

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **XL Fusion Engine**
5. **XL Fusion Engine**
6. **XL Fusion Engine**

4-6
1. Triple Strength Myomer
2. Triple Strength Myomer
3. Triple Strength Myomer
4. **Targeting Computer**
5. **Targeting Computer**
6. **Targeting Computer**

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



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **Hand Actuator**
5. Triple Strength Myomer
6. Triple Strength Myomer

4-6
1. Triple Strength Myomer
2. **TSEMP Cannon [IS]**
3. **TSEMP Cannon [IS]**
4. **TSEMP Cannon [IS]**
5. **TSEMP Cannon [IS]**
6. **TSEMP Cannon [IS]**

Right Torso

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. Ferro-Lamellor
4. Ferro-Lamellor
5. Ferro-Lamellor
6. Ferro-Lamellor

4-6
1. Ferro-Lamellor
2. Ferro-Lamellor
3. **ER Medium Laser**
4. **ER Medium Laser**
5. **ER Medium Laser**
6. Roll Again

Right Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Ferro-Lamellor
6. Ferro-Lamellor

HEAT DATA

Double Heat Sinks: 11 (22)

Heat Level*	Effects	
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	

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