

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Ryoken III (Skinwalker) C

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Engine Type: 330 XL

Tonnage: 55

Tech Base: Mixed

Rules Level: Experimental

Role: Striker

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

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
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
	(C)							
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
	(C)							
1	Targeting Computer	CT	—	[E]	—	—	—	—
	(C)							

Ammo: (ATM 9) 7, (ATM 9 ER) 7, (ATM 9 HE) 7, (Plasma Rifle) 20

BV: 3,099



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ATM 9
- ATM 9
- ATM 9

1-3

- ATM 9
- ER Medium Laser
- ER Medium Laser
- Ferro-Lamellor
- Ferro-Lamellor
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ammo (ATM 9 ER) 7
- Ammo (ATM 9 HE) 7
- Ammo (ATM 9) 7
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Lamellor
- Ferro-Lamellor

Head

- Life Support
- Sensors
- Interface Cockpit
- Interface Cockpit
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

4-6

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Plasma Rifle [IS]
- Plasma Rifle [IS]
- ER Medium Laser

1-3

- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Ferro-Lamellor
- Ferro-Lamellor

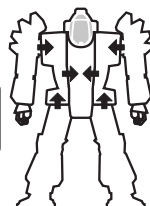
1-3

- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Roll Again
- Roll Again

4-6

Right Leg

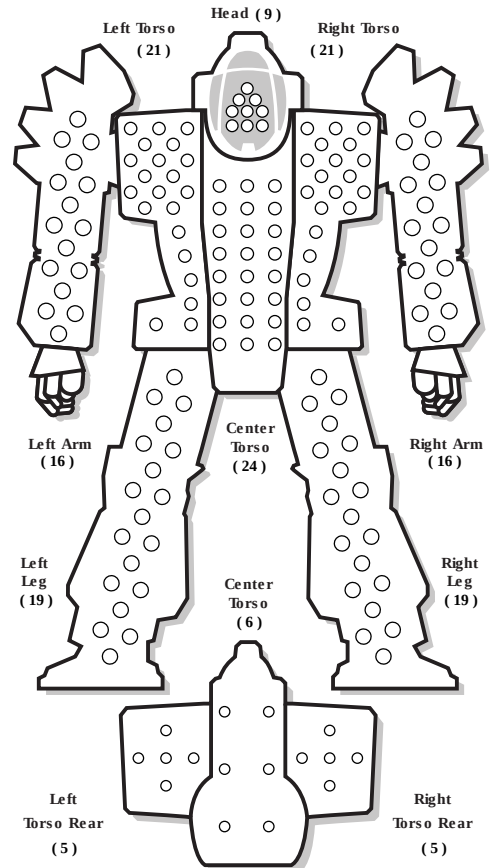
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Lamellor
- Ferro-Lamellor



Damage Transfer Diagram

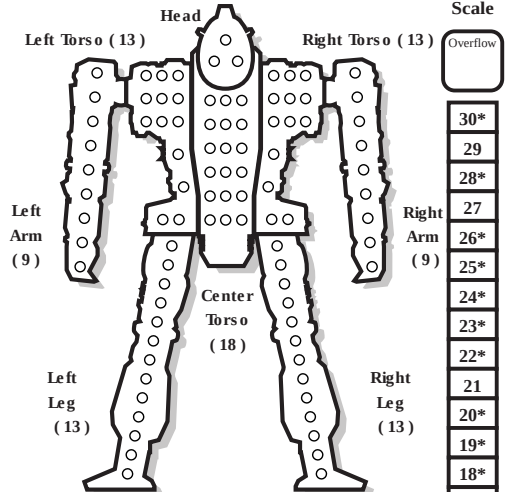
ARMOR DIAGRAM

Ferro-Lamellor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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*
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13*
12
11
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4
3
2
1
0