

# BATTLETECH™

## OMNIMECH RECORD SHEET

### MECH DATA

Type: Ryoken (Stormcrow) I

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

### Weapons & Equipment Inventory

| Qty | Type            | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|-----------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | ER Large Laser  | LA  | 12 | 10 [DE]       | —   | 8   | 15  | 25  |
| 1   | ER Medium Laser | LA  | 5  | 7 [DE]        | —   | 5   | 10  | 15  |
| 1   | ER Large Laser  | RA  | 12 | 10 [DE]       | —   | 8   | 15  | 25  |
| 1   | ER Medium Laser | RA  | 5  | 7 [DE]        | —   | 5   | 10  | 15  |
| 1   | LRM 15          | LT  | 5  | 1/Msl [M,C,S] | —   | 7   | 14  | 21  |
| 1   | LRM 15          | RT  | 5  | 1/Msl [M,C,S] | —   | 7   | 14  | 21  |
| 1   | Active Probe    | HD  | —  | [E]           | —   | —   | —   | 5   |

Ammo: (LRM 15) 16

BV: 2,280



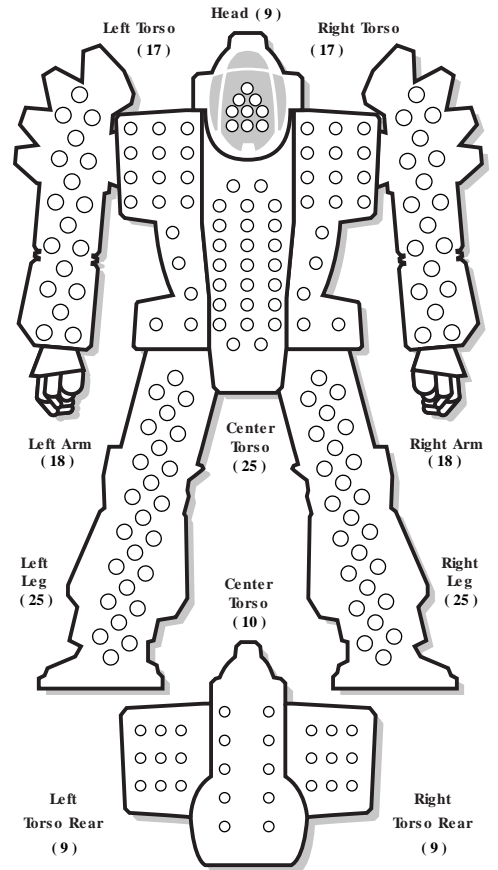
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

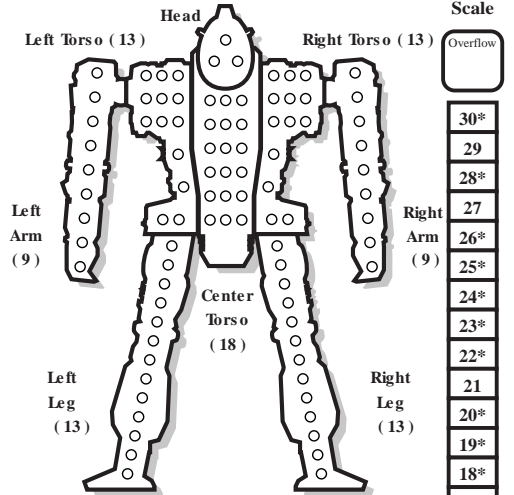
### ARMOR DIAGRAM

Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

|     |          |
|-----|----------|
| 30* | Overflow |
| 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**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - ER Large Laser
  - ER Medium Laser

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Active Probe
  - Sensors
  - Life Support

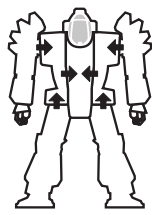
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Double Heat Sink
  - Double Heat Sink

- Center Torso**
- ER Large Laser
  - ER Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Torso (CASE)**
- XL Fusion Engine
  - XL Fusion Engine
  - LRM 15
  - LRM 15
  - Ammo (LRM 15) 8
  - Double Heat Sink

- Right Torso (CASE)**
- XL Fusion Engine
  - XL Fusion Engine
  - LRM 15
  - LRM 15
  - Ammo (LRM 15) 8
  - Double Heat Sink

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



Damage Transfer Diagram

- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Endo Steel
  - Endo Steel

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Endo Steel
  - Endo Steel



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 13 (26) |
|-------------|------------------------|----------------------------|
| 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     | ○○○○○○○○○○○○○○○○○○         |