

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Thor (Summoner) A

Movement Points: **Tonnage:** 70
Walking: 5 **Tech Base:** Clan
Running: 8 **Rules Level:** Standard
Jumping: 5 **Role:** Sniper
Engine Type: 350 XL

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22	
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20	
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9	

Ammo: (Gauss) 8, (SRM 6) 30

BV: 2,098



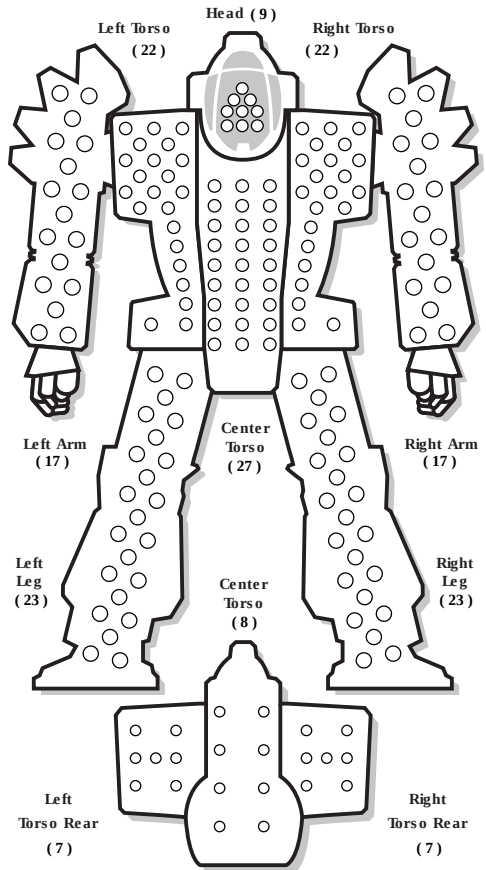
WARRIOR DATA

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

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

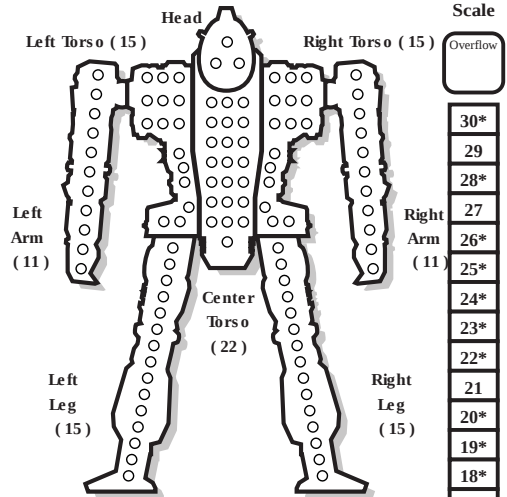
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- 4 Gauss Rifle
- 5 Gauss Rifle
- 6 Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- 4-6 Ammo (Gauss) 8
- Ferro-Fibrous
- 1-3 Roll Again
- 6 Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 3 SRM 6
- 1-3 Ammo (SRM 6) 15
- 5 Ammo (SRM 6) 15
- 6 Ferro-Fibrous

- Ferro-Fibrous
- Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- 6 Jump Jet

Head

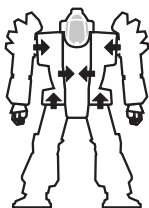
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- 5 Sensors
- 6 Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Gyro
- 5 Gyro
- 6 Gyro

- Gyro
- XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 XL Fusion Engine
- 5 Jump Jet
- 6 Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 1-3 Large Pulse Laser
- 4 Large Pulse Laser
- 6 Ferro-Fibrous

- Roll Again
- Roll Again
- 3 Roll Again
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 5 Roll Again
- 6 Roll Again

- Roll Again
- Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- 6 Jump Jet

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	○○○