

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Thor (Summoner) B

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 350 XL

Tonnage: 70

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

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	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21
1	SRM 4	LA	3	2/Msl [M,C,S]	—	3	6	9
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21
1	SRM 4	RA	3	2/Msl [M,C,S]	—	3	6	9
1	Anti-Missile System	LT	1	[PB]	—	1	—	—
1	Narc	LT	—	[M]	—	4	8	12

Ammo: (AMS) 24, (LRM 20 Narc) 24, (Narc) 6, (SRM 4 Narc) 50

BV: 2,003



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- SRM 4
- Ammo (LRM 20 Narc) 6
- Ammo (LRM 20 Narc) 6
- Ammo (SRM 4 Narc) 25
- Ferro-Fibrous

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Anti-Missile System
- Narc
- Ammo (AMS) 24
- Ammo (Narc) 6

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

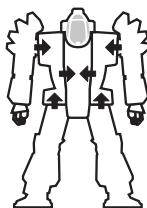
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- SRM 4
- Ammo (LRM 20 Narc) 6
- Ammo (LRM 20 Narc) 6
- Ammo (SRM 4 Narc) 25
- Ferro-Fibrous

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

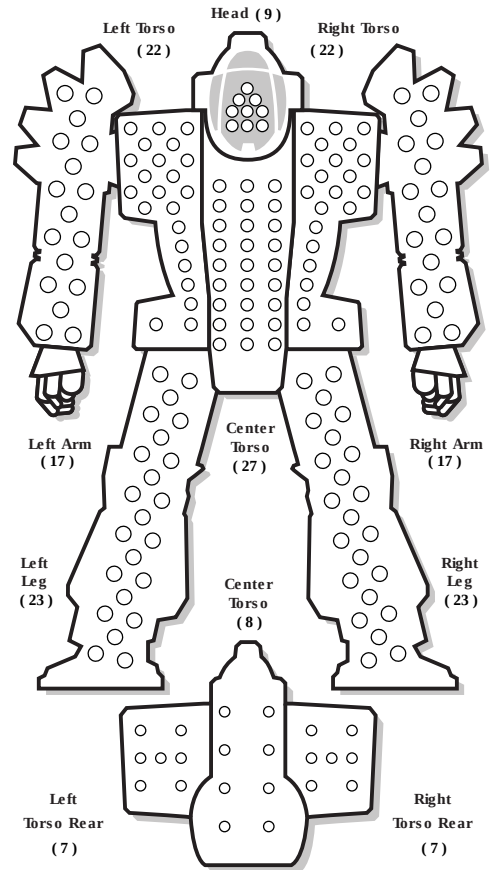
4-6

Right Leg

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

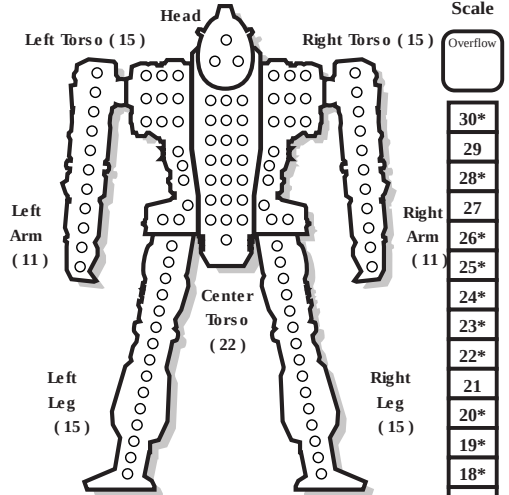
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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	○○○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
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16
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0