

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Thor (Summoner) F

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	LA	1	5/Sht	—	7	14	21
				[DB,R/C]				
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Ultra AC/5	RA	1	5/Sht	—	7	14	21
				[DB,R/C]				
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

Ammo: (LRM 10) 12, (Ultra AC/5) 40

BV: 2,127

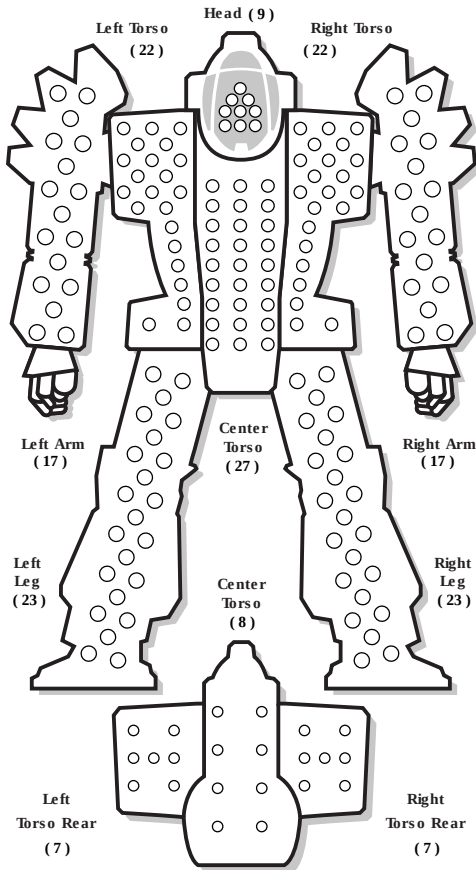
WARRIOR DATA

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

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

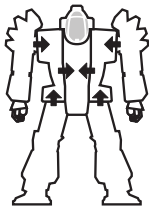
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

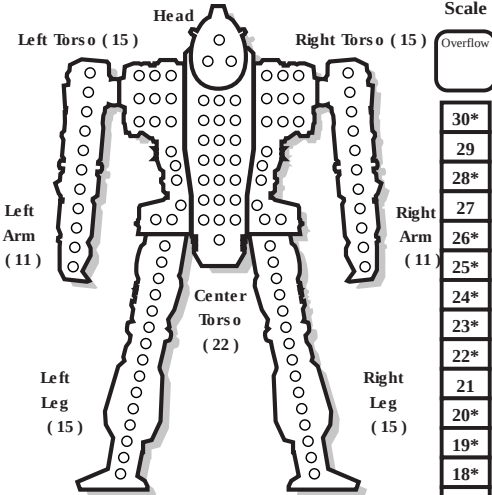
Left Arm (CASE)		Head		Right Arm (CASE)	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Ultra AC/5		3. Cockpit		3. Ultra AC/5
	4. Ultra AC/5		4. Ferro-Fibrous		4. Ultra AC/5
	5. Ultra AC/5		5. Sensors		5. Ultra AC/5
	6. ER Medium Laser		6. Life Support		6. ER Medium Laser
Left Torso (CASE)		Center Torso		Right Torso	
1-3	1. Ammo (Ultra AC/5) 20	1-3	1. XL Fusion Engine	1-3	1. Ammo (Ultra AC/5) 20
	2. Ferro-Fibrous		2. XL Fusion Engine		2. Ferro-Fibrous
	3. Roll Again		3. XL Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
1-3	1. XL Fusion Engine	1-3	1. Gyro	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. LRM 10		3. XL Fusion Engine		3. ER Medium Laser
	4. Ammo (LRM 10) 12		4. Gyro		4. Ferro-Fibrous
	5. Ferro-Fibrous		5. Gyro		5. Ferro-Fibrous
	6. Ferro-Fibrous		6. Roll Again		6. Roll Again
1-3	1. Roll Again	1-3	1. Gyro	1-3	1. Roll Again
	2. Roll Again		2. XL Fusion Engine		2. Roll Again
	3. Roll Again		3. XL Fusion Engine		3. Roll Again
	4. Roll Again		4. XL Fusion Engine		4. Roll Again
	5. Roll Again		5. Jump Jet		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Jump Jet		5. Jump Jet		
	6. Jump Jet		6. Jump Jet		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	14 (28)
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

Heat Scale
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