

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Thor (Summoner) M
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	LB 10-X AC	LA	2	10	—	6	12	18	
[DB,C/F/S]									
1	ER PPC	RA	15	15 [DE]	—	7	14	23	
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12	
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6	

Ammo: (LB-10X) 10, (Streak SRM 6) 30

BV: 2,192



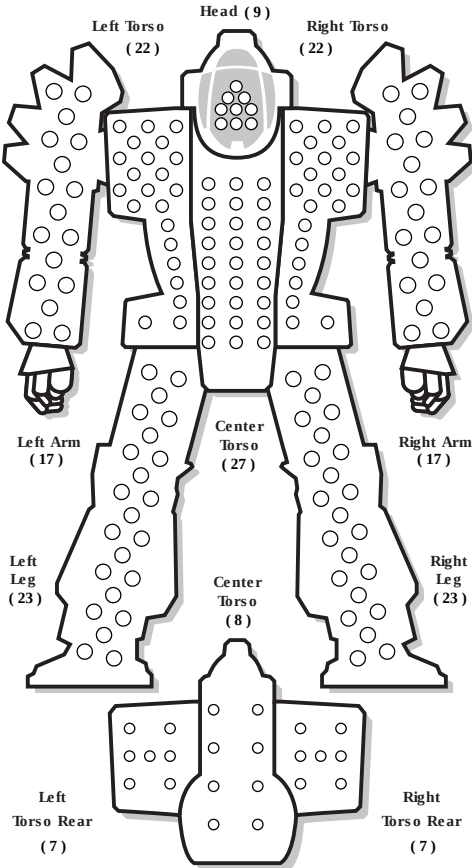
WARRIOR DATA

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)
- Shoulder
 - Upper Arm Actuator
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC

- Center Torso
- LB 10-X AC
 - Ammo (LB-10X) 10
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again

- Left Torso
- XL Fusion Engine
 - XL Fusion Engine
 - Streak SRM 6
 - Streak SRM 6
 - ER Small Laser
 - Ferro-Fibrous

- Right Torso (CASE)
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

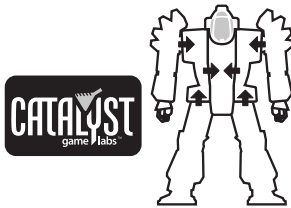
- Left Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

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

- Right Arm
- Shoulder
 - Upper Arm Actuator
 - ER PPC
 - ER PPC
 - Ferro-Fibrous
 - Roll Again

- Center Torso
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

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



Damage Transfer Diagram

- Right Arm
- Shoulder
 - Upper Arm Actuator
 - ER PPC
 - ER PPC
 - Ferro-Fibrous
 - Roll Again

- Center Torso
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

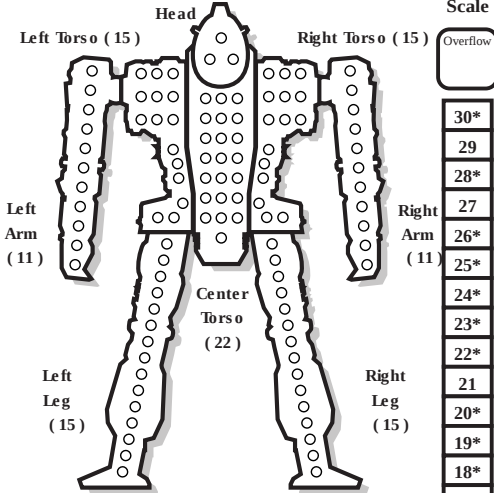
- Right Torso (CASE)
- XL Fusion Engine
 - XL Fusion Engine
 - Ammo (Streak SRM 6) 15
 - Ammo (Streak SRM 6) 15
 - Ferro-Fibrous
 - Ferro-Fibrous

- Left Torso
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

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

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

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
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