

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Thor II (Grand Summoner) B

Movement Points: **Tonnage:** 70
 Walking: 5 **Tech Base:** Clan
 Running: 8 **Rules Level:** Standard
 Jumping: 0 **Role:** Missile Boat
 Engine Type: 350 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	RA	5	1/Msl [M,C,S]	—	7	14	21
1	ATM 9	LT	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	ATM 6	LT	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	LRM 5	LT	2	1/Msl [M,C,S]	—	7	14	21
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl [M,C,S]	—	7	14	21
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6

Ammo: (ATM 6) 20, (ATM 9) 7, (ATM 9 ER) 7, (ATM 9 HE) 7, (LRM 15) 48, (LRM 5) 24

BV: 2,120



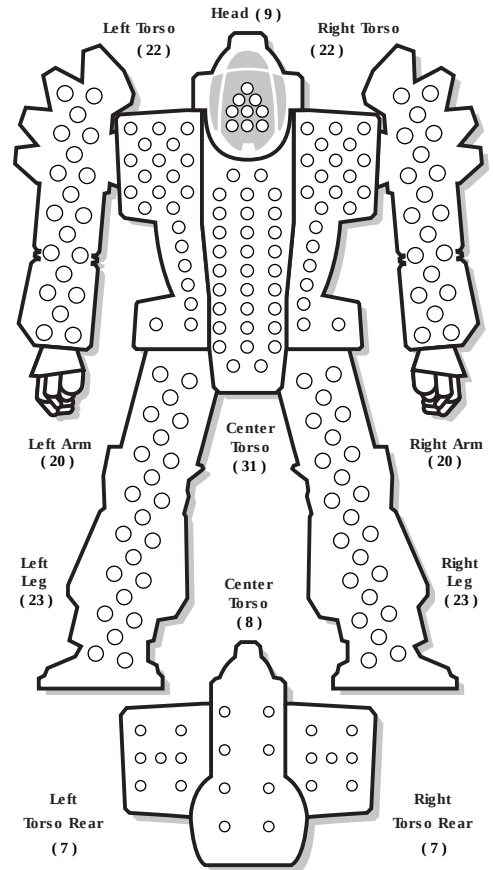
WARRIOR DATA

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
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

Head

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

Center Torso

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

Right Torso (CASE)

- Ammo (LRM 15) 8
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ATM 9
- ATM 9
- ATM 9
- ATM 9

1-3

4-6

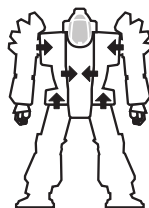
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

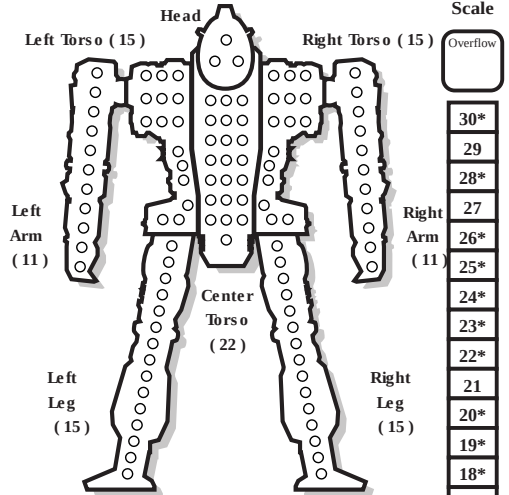
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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*
17*
16
15*
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13*
12
11
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3
2
1
0