

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Thor (Summoner) AA

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

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	ER Large Pulse Laser	RA	13	10 [P]	—	7	15	23
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (Gauss) 16, (SRM 6) 15

BV: 2,188

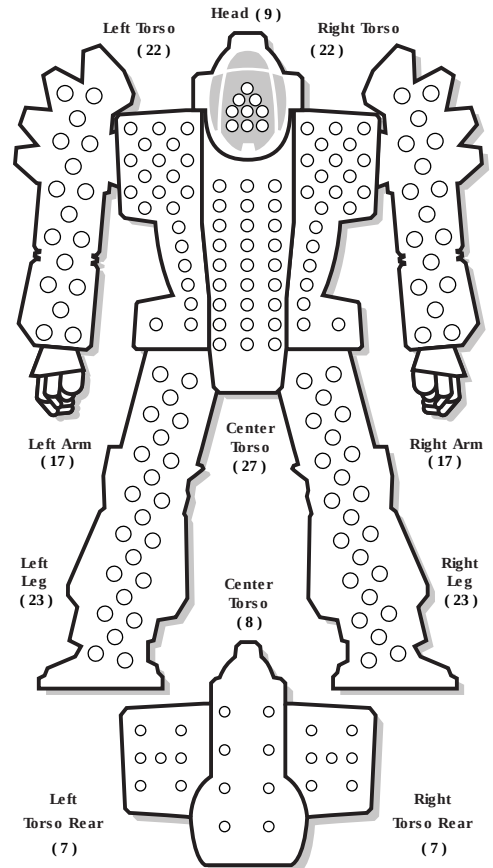
WARRIOR DATA

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

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

ARMOR DIAGRAM

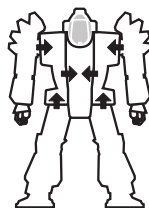
Ferro-Fibrous



CRITICAL TABLE

Left Arm (CASE)		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Gauss Rifle		3. Cockpit		3. ER Large Pulse Laser
	4. Gauss Rifle		4. Ferro-Fibrous		4. ER Large Pulse Laser
	5. Gauss Rifle		5. Sensors		5. ER Large Pulse Laser
	6. Gauss Rifle		6. Life Support		6. Ferro-Fibrous
4-6	1. Gauss Rifle			4-6	1. Roll Again
	2. Gauss Rifle				2. Roll Again
	3. Ammo (Gauss) 8		Center Torso		3. Roll Again
	4. Ammo (Gauss) 8		1-3		4. Roll Again
	5. Ferro-Fibrous		1. XL Fusion Engine		5. Roll Again
	6. Roll Again		2. XL Fusion Engine		6. Roll Again
			3. XL Fusion Engine		
			4. Gyro		
			5. Gyro		
			6. Gyro		
					Right Torso
					1-3
					1. XL Fusion Engine
					2. XL Fusion Engine
					3. Ferro-Fibrous
					4. Ferro-Fibrous
					5. Roll Again
					6. Roll Again
					1. Roll Again
					2. Roll Again
					3. Roll Again
					4. Roll Again
					5. Roll Again
					6. Roll Again
					Left Leg
					1. Hip
					2. Upper Leg Actuator
					3. Lower Leg Actuator
					4. Foot Actuator
					5. Jump Jet
					6. Jump Jet

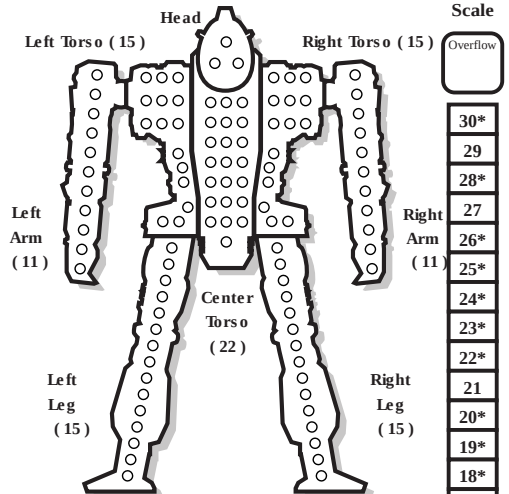
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

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

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	