

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Thor II (Grand Summoner) (Prime)

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 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

Ammo: (LRM 15) 16, (Ultra AC/5) 40

BV: 2,476



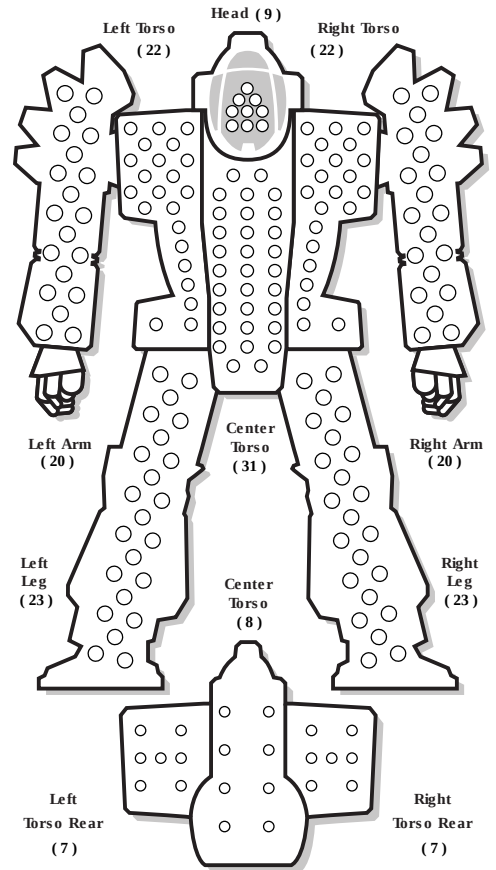
WARRIOR DATA

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

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

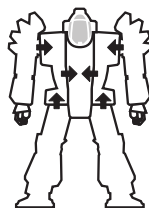
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

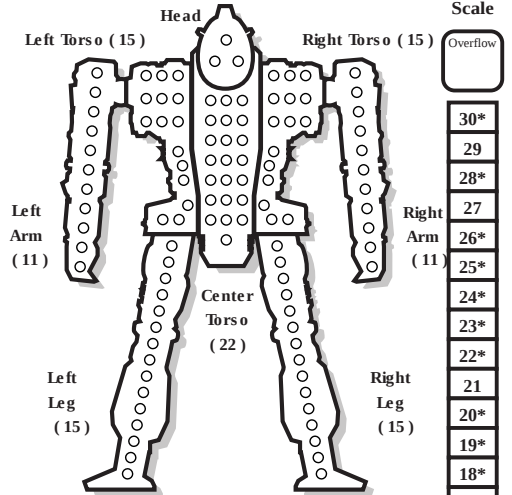
Left Arm (CASE)		Head		Right Arm (CASE)	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Ultra AC/5		3. Cockpit		3. Ultra AC/5
	4. Ultra AC/5		4. Ferro-Fibrous		4. Ultra AC/5
	5. Ultra AC/5		5. Sensors		5. Ultra AC/5
	6. ER Medium Laser		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. Endo Steel		2. XL Fusion Engine		2. Endo Steel
	3. Endo Steel		3. XL Fusion Engine		3. Endo Steel
	4. Endo Steel		4. Gyro		4. Endo Steel
	5. Ferro-Fibrous		5. Gyro		5. Ferro-Fibrous
	6. Ferro-Fibrous		6. Gyro		6. Ferro-Fibrous
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 15		3. XL Fusion Engine		3. ER Medium Laser
	4. LRM 15		4. Jump Jet		4. Ferro-Fibrous
	5. ER Medium Laser		5. Endo Steel		5. Ferro-Fibrous
	6. Ammo (LRM 15) 8				6. Roll Again
1-3	1. Ammo (LRM 15) 8	1-3		1-3	1. Roll Again
	2. Roll Again				2. Roll Again
	3. Roll Again				3. Roll Again
	4. Roll Again				4. Roll Again
	5. Roll Again				5. Roll Again
	6. Roll Again				6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	1-3	Engine Hits
	2. Upper Leg Actuator		2. Upper Leg Actuator		Gyro Hits
	3. Lower Leg Actuator		3. Lower Leg Actuator		Sensor Hits
	4. Foot Actuator		4. Foot Actuator		Life Support
	5. Jump Jet		5. Jump Jet		
	6. Jump Jet		6. Jump Jet		



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*
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