

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Thor (Summoner) J
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 (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/40	LT/LA	8	40 [C,F,X]	2	8	16	24
2	Imp. Heavy Medium Laser	RA	7	10 [DE,X]	—	3	6	9
1	Light Active Probe	RT	—	[E]	—	—	—	3

Ammo: (HAG/40) 12

BV: 2,648



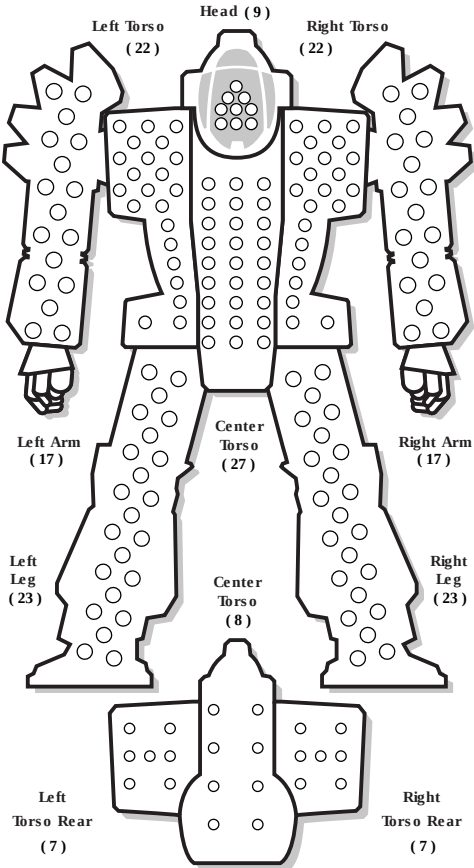
WARRIOR DATA

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)

- 1-3
- Shoulder
 - Upper Arm Actuator
 - HAG/40
 - HAG/40
 - HAG/40
 - HAG/40

- 4-6
- HAG/40
 - HAG/40
 - HAG/40
 - HAG/40
 - HAG/40
 - Ferro-Fibrous

Left Torso (CASE)

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - HAG/40
 - Ammo (HAG/40) 3
 - Ammo (HAG/40) 3
 - Ammo (HAG/40) 3

- 4-6
- Ammo (HAG/40) 3
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Head

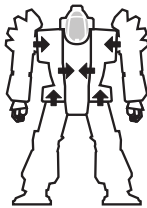
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Roll Again

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



Damage Transfer Diagram

Right Arm (CASE)

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Imp. Heavy Medium Laser
 - Imp. Heavy Medium Laser
 - Imp. Heavy Medium Laser
 - Imp. Heavy Medium Laser

- 4-6
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - Light Active Probe
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again

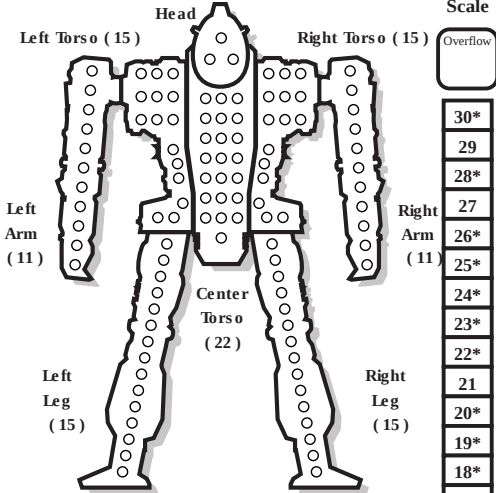
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

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

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