

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Thor (Summoner) HH

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 350 XL

Tonnage: 70

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	AP Gauss Rifle	LA	1	3 [DB, AI, X]	—	3	6	9
1	HAG/20	RA	4	20 [C, F, X]	2	8	16	24
1	Plasma Cannon	LT	7	[DE, H, AI]	—	6	12	18
1	Heavy Medium Laser	RT	7	10 [DE]	—	3	6	9
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15

Ammo: (AP Gauss) 40, (HAG/20) 18, (Plasma Cannon) 20

BV: 2,481



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- AP Gauss Rifle
- Ammo (AP Gauss) 40
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Plasma Cannon
- Ammo (Plasma Cannon) 10
- Ammo (Plasma Cannon) 10
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

- 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
- ER Medium Laser

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG/20
- HAG/20
- HAG/20
- HAG/20

1-3

- HAG/20
- HAG/20
- Ammo (HAG/20) 6
- Ammo (HAG/20) 6
- Ammo (HAG/20) 6
- Ferro-Fibrous

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Heavy Medium Laser
- Heavy Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

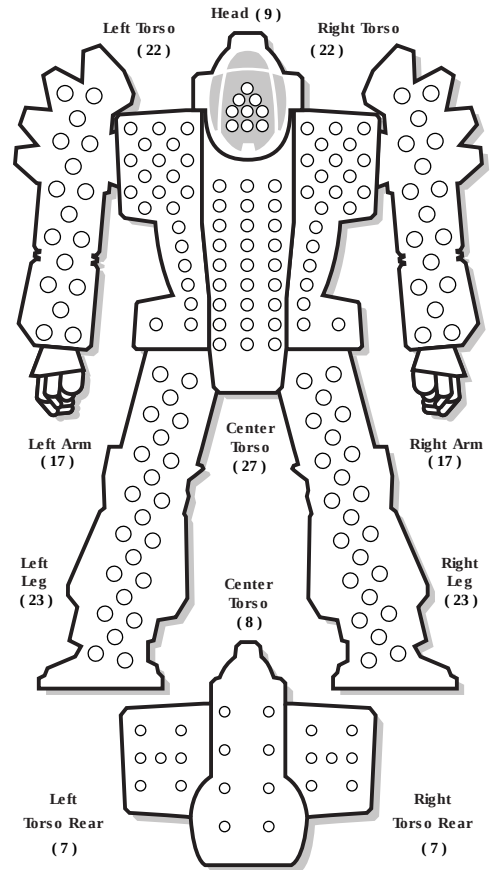
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

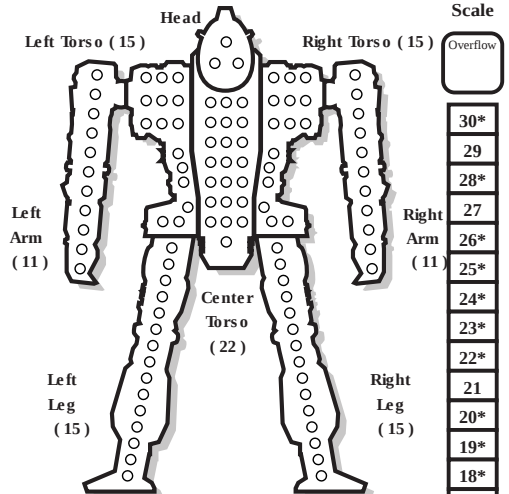
ARMOR DIAGRAM

Ferro-Fibrous



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*
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