

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Sunder SD1-O (Samual)

Movement Points: **Tonnage:** 90
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** Juggernaut
 Engine Type: 360 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	A-Pod	LL	—	[PB,OS,AI]	—	—	—	—
1	A-Pod	RL	—	[PB,OS,AI]	—	—	—	—
3	SRM 4	LA	3	2/Msl [M,C,S]	—	3	6	9
4	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3
1	Flamer	LT	3	2 [DE,H,AI]	—	1	2	3
4	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3
4	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
2	SRM 4	CT	3	2/Msl [M,C,S]	—	3	6	9
1	SRM 4	HD	3	2/Msl [M,C,S]	—	3	6	9

Ammo: (Machine Gun) 400, (SRM 4) 100

BV: 1,593

WARRIOR DATA

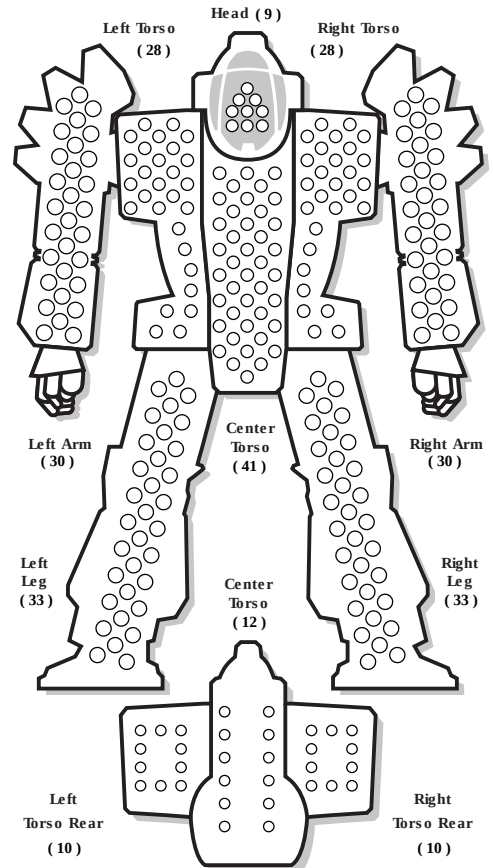
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

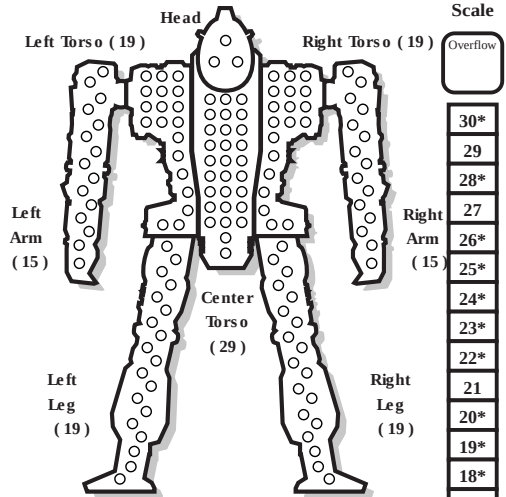
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 4
- SRM 4
- SRM 4

Head

- Life Support
- Sensors
- Cockpit
- SRM 4
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC

Center Torso

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

Left Torso

- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun
- Ammo (Machine Gun) 200
- Ammo (Machine Gun) 200

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Flamer
- Machine Gun
- Machine Gun

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Flamer
- Machine Gun
- Machine Gun

1-3

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

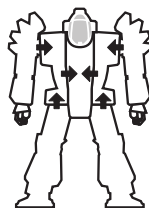
- Machine Gun
- Machine Gun
- Ammo (SRM 4) 25
- Ammo (SRM 4) 25
- Roll Again
- Roll Again

Left Leg

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

Right Leg

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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