

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Sunder SD1-OA

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 360 XL

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

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	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
2	LRM 5	CT	2	1/Msl [M,C,S]	6	7	14	21
1	LRM 5	HD	2	1/Msl [M,C,S]	6	7	14	21

Ammo: (Gauss) 16, (LRM 5) 48

BV: 2,003



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

4-6

- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8

1-3

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

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- LRM 5
- 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
- LRM 5
- LRM 5

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

Right Arm

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

1-3

- ER PPC
- ER PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Ammo (LRM 5) 24
- Ammo (LRM 5) 24

1-3

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

4-6

Right Leg

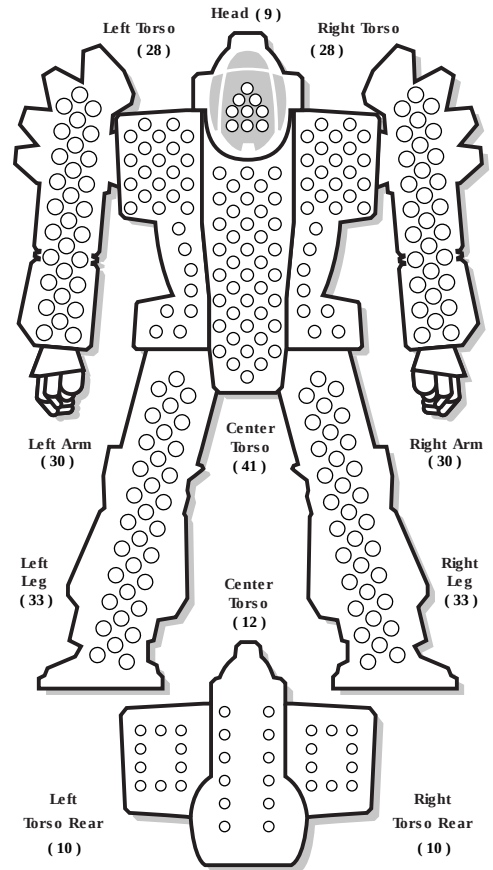
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

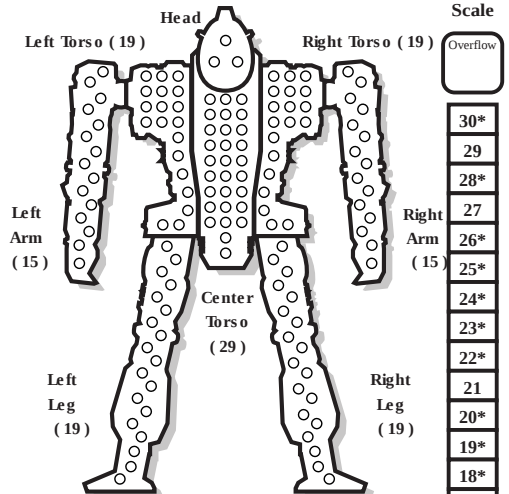
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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*
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16
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