

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Sunder SD1-OC

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 360 XL

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

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	MRM 40	LA	12	1/Msl [M,C]	—	3	8	15
1	MRM 30	RA	10	1/Msl [M,C]	—	3	8	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	C3 Computer (Slave)	LT	—	[E]	—	—	—	—
1	Streak SRM 4	CT	3	2/Msl [M,C]	—	3	6	9
1	Streak SRM 4	HD	3	2/Msl [M,C]	—	3	6	9

Ammo: (MRM 30) 16, (MRM 40) 18, (Streak SRM 4) 25

BV: 1,735



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- MRM 40
- MRM 40
- MRM 40
- MRM 40

1-3

- MRM 40
- MRM 40
- MRM 40
- Ammo (MRM 40) 6
- Ammo (MRM 40) 6
- Ammo (MRM 40) 6

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- C3 Slave
- Roll Again

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
- Streak SRM 4
- Sensors
- Life Support

1-3

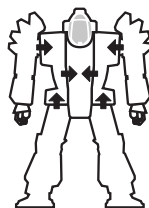
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 4
- Ammo (Streak SRM 4) 25

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- MRM 30
- MRM 30
- MRM 30
- MRM 30
- MRM 30
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (MRM 30) 8
- Ammo (MRM 30) 8
- Roll Again

1-3

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

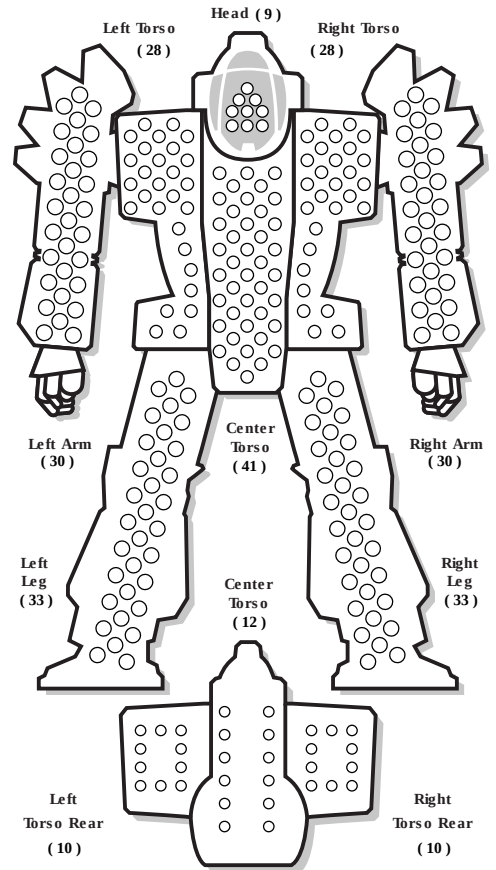
4-6

Right Leg

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

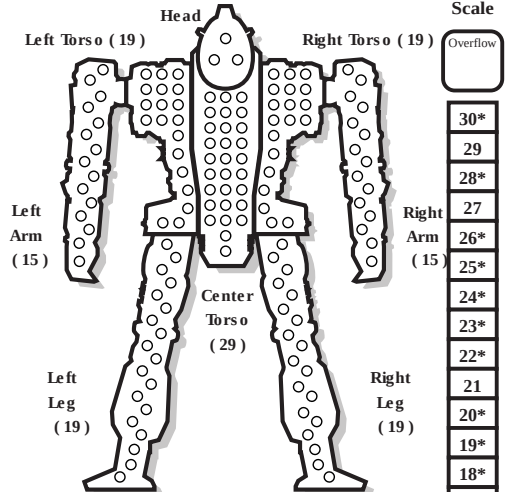
ARMOR DIAGRAM

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*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0