

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Sunder SD1-OR
Movement Points:
Walking: 4
Running: 6
Jumping: 0
Engine Type: 360 XL
Tonnage: 90
Tech Base: Mixed
Rules Level: Standard
Role: Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC (C)	LA	2	10	—	6	12	18
				[DB,C/F/S]				
2	ER Medium Laser (C)	LA	5	7 [DE]	—	5	10	15
2	Large Pulse Laser (C)	RA	10	10 [P]	—	6	14	20
1	Streak SRM 6 (C)	LT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6 (C)	RT	4	2/Msl [M,C]	—	4	8	12
1	ER Medium Laser (C)	CT	5	7 [DE]	—	5	10	15
1	ER Medium Laser (C)	HD	5	7 [DE]	—	5	10	15

Ammo: (LB-10X) 10, (LB-10X Cluster) 10, (Streak SRM 6) 30

BV: 2,462

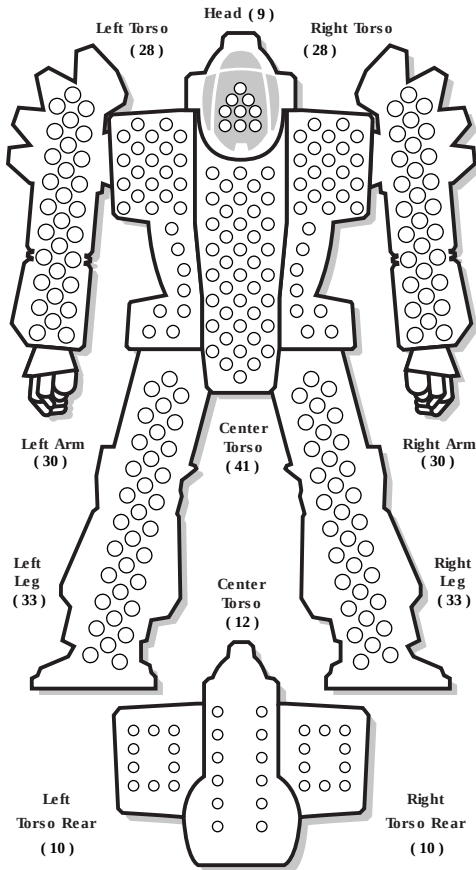
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

ARMOR DIAGRAM

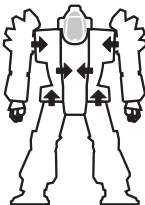
Standard Armor



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - LB 10-X AC [Clan]
 - LB 10-X AC [Clan]
 - LB 10-X AC [Clan]
 - LB 10-X AC [Clan]
- Head**
- Life Support
 - Sensors
 - Cockpit
 - ER Medium Laser [Clan]
 - Sensors
 - Life Support
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Streak SRM 6 [Clan]
 - Streak SRM 6 [Clan]
 - Ammo (Streak SRM 6) 15
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Streak SRM 6 [Clan]
 - Streak SRM 6 [Clan]
 - Ammo (Streak SRM 6) 15
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

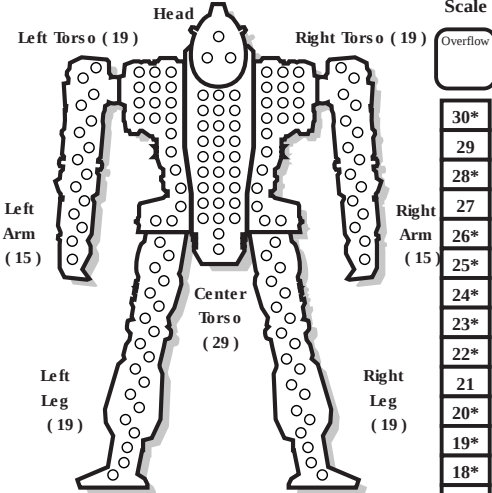
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

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