BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Sunder SD1-OG

Movement Points:		**Tonnage:**	90
Walking:	4	**Tech Base:**	Mixed
Running:	6	**Rules Level:**	Advanced
Jumping:	0	**Role:**	Brawler
Engine Type:	360 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC (C)	LA	6	20 [DB,C/F/S]	—	4	8	12
1	ER Medium Laser (C)	LA	5	7 [DE]	—	5	10	15
1	ER PPC (C)	RA	15	15 [DE]	—	7	14	23
1	TSEMP Cannon	RA	10	0 [DE,X]	—	5	10	15
1	C3 Boosted Slave	CT	—	[E]	—	—	—	—

Ammo: (LB-20X) 10, (LB-20X Cluster) 10

BV: 2,594

WARRIOR DATA

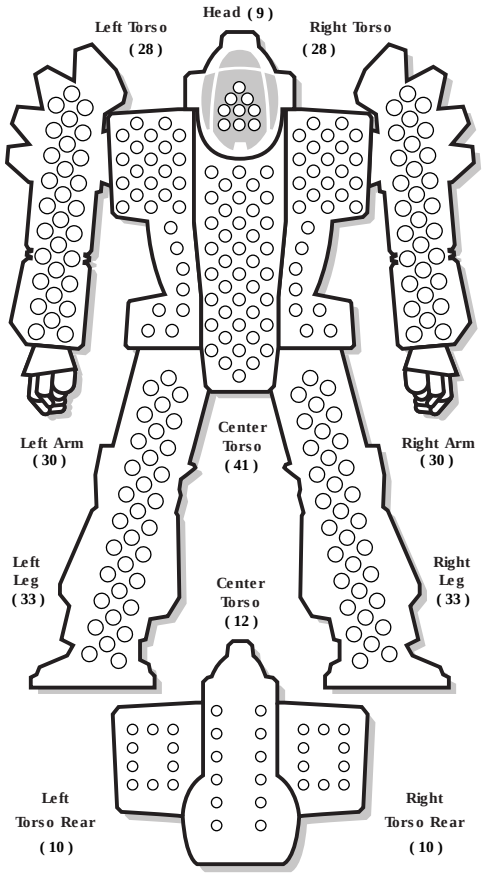
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. LB 20-X AC [Clan]
4. LB 20-X AC [Clan]
5. LB 20-X AC [Clan]
6. LB 20-X AC [Clan]

1. LB 20-X AC [Clan]
2. LB 20-X AC [Clan]
3. LB 20-X AC [Clan]
4. LB 20-X AC [Clan]
5. LB 20-X AC [Clan]
6. ER Medium Laser [Clan]

Left Torso (CASE II)

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Ammo (LB-20X) 5
2. Ammo (LB-20X) 5
3. Ammo (LB-20X Cluster) 5
4. Ammo (LB-20X Cluster) 5
5. CASE II
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. C3 Boosted Slave
6. C3 Boosted Slave

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

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER PPC [Clan]

1. ER PPC [Clan]
2. TSEMP Cannon
3. TSEMP Cannon
4. TSEMP Cannon
5. TSEMP Cannon
6. TSEMP Cannon

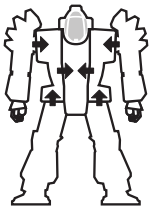
Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

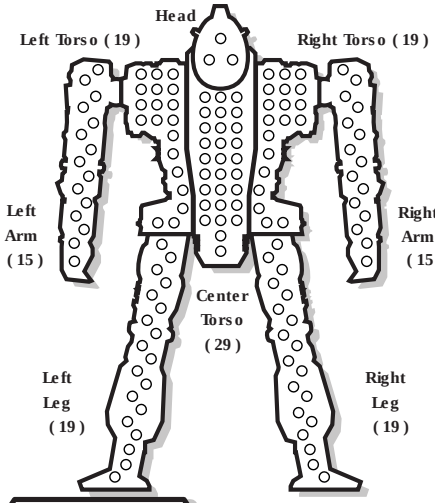
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

HEAT DATA

Double Heat Sinks: 18 (36)

Heat Level*	Effects	
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	

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