

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Sunder SD1-OF

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 360 XL

Tonnage: 90

Tech Base: Mixed

Rules Level: Advanced

Role: Missile Boat

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
2	LRM 5 (C)	LA	2	1/Msl [M,C,S]	—	7	14	21
3	Thunderbolt 5	RA	3	5[M]	5	6	12	18
3	LRM 5 (C)	LT	2	1/Msl [M,C,S]	—	7	14	21
3	Thunderbolt 5	RT	3	5[M]	5	6	12	18
1	C3 Boosted Slave	CT	—	[E]	—	—	—	—
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15

Ammo: (LRM 5) 72, (Thunderbolt 5) 60

BV: 1,854



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 5 [Clan]
- LRM 5 [Clan]
- Roll Again
- Roll Again

1-3

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser [Clan]
- Sensors
- Life Support

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Thunderbolt 5

4-6

Center Torso

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

1-3

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 5 [Clan]
- LRM 5 [Clan]
- LRM 5 [Clan]

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- C3 Boosted Slave
- C3 Boosted Slave

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

Left Leg

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Thunderbolt 5
- Thunderbolt 5
- Thunderbolt 5

1-3

4-6

- Ammo (Thunderbolt 5) 12
- Ammo (Thunderbolt 5) 12
- Ammo (Thunderbolt 5) 12
- Ammo (Thunderbolt 5) 12
- Ammo (Thunderbolt 5) 12
- CASE

Right Leg

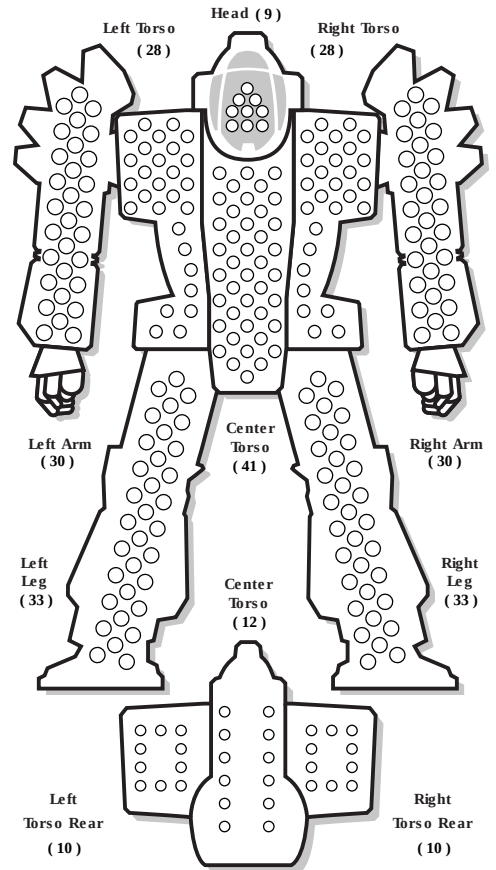
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

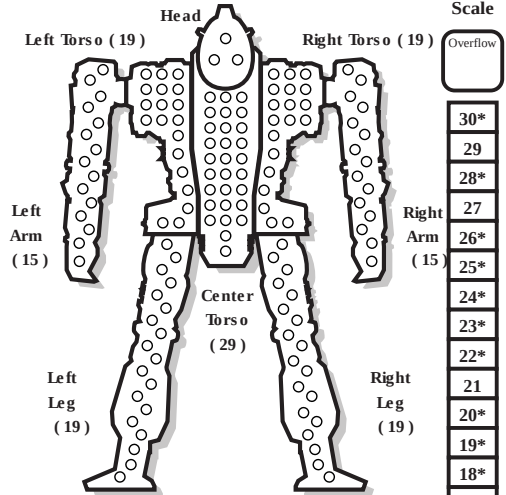
ARMOR DIAGRAM

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*
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19*
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