

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Doloire DLR-OD

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Engine Type: 320 XL

Tonnage: 80

Tech Base: Mixed

Rules Level: Advanced

Role: Skirmisher

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	ER Micro Laser	LL	1	2 [DE]	—	1	2	4
1	ER Micro Laser	RL	1	2 [DE]	—	1	2	4
1	Vibroblade (Large)	LA	—	14	—	—	—	—
1	AES	LA	—	[E]	—	—	—	—
4	Streak SRM 4 (C)	RA	3	2[Msl [M,C]	—	4	8	12
1	AES	RA	—	[E]	—	—	—	—
1	TSEMP Cannon	LT	10	0 [DE,X]	—	5	10	15
1	TSEMP Cannon	RT	10	0 [DE,X]	—	5	10	15
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15

Ammo: (Streak SRM 4) 50

BV: 3,071



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Vibroblade (Large)
- Vibroblade (Large)

1-3

- Vibroblade (Large)
- Vibroblade (Large)
- AES
- AES
- AES
- AES

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon

1-3

- TSEMP Cannon
- Supercharger
- Endo-Composite
- Endo-Composite
- Endo-Composite
- Endo-Composite

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Micro Laser [Clan]
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Endo-Composite
- Sensors
- Life Support

1-3

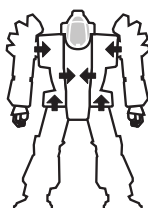
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser [Clan]
- ER Medium Laser [Clan]

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 4 [Clan]
- Streak SRM 4 [Clan]

1-3

- Streak SRM 4 [Clan]
- Streak SRM 4 [Clan]
- AES
- AES
- AES
- AES

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon

1-3

- TSEMP Cannon
- Ammo (Streak SRM 4) 25
- Ammo (Streak SRM 4) 25
- CASE II
- Endo-Composite
- Endo-Composite

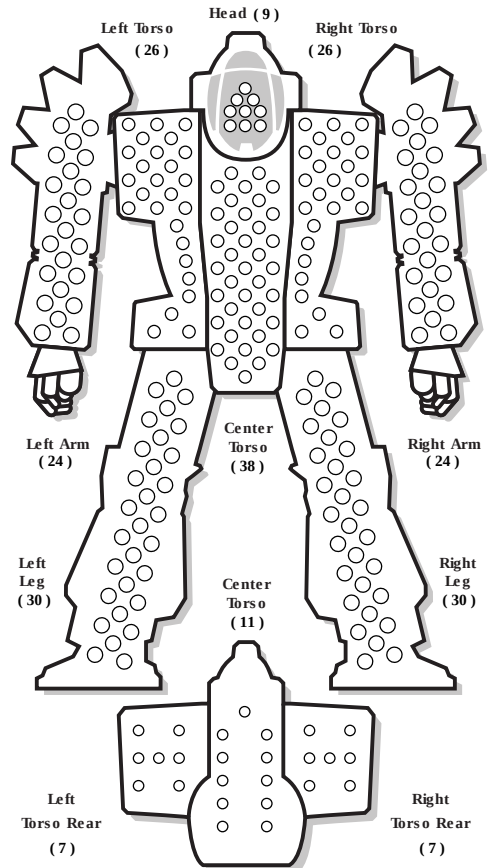
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Micro Laser [Clan]
- Roll Again

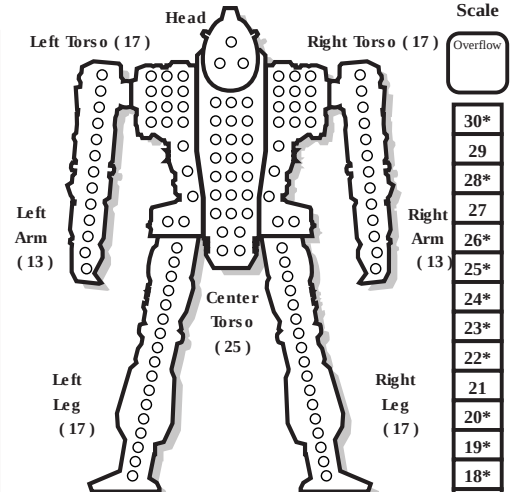
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo-Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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

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