

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Doloire DLR-OC

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 320 XL

Tonnage: 80

Tech Base: Mixed

Rules Level: Advanced

Role: Juggernaut

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	Streak SRM 6 (C)	LL	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6 (C)	RL	4	2/Msl [M,C]	—	4	8	12
1	Lance	LA	—	16	—	—	—	—
1	AES	LA	—	[E]	—	—	—	—
1	LRM 20 (C)	RA	6	1/Msl [M,C,S]	—	7	14	21
1	AES	RA	—	[E]	—	—	—	—
1	ER Small Pulse Laser	LT	3	5 [P,AI]	—	2	4	6
1	C3 Computer (Master)	LT	—	[E]	—	5	9	15
1	Streak SRM 6 (C)	RT	4	2/Msl [M,C]	—	4	8	12
2	ER Medium Laser (C)	CT	5	7 [DE]	—	5	10	15

Ammo: (LRM 20 Artemis V) 18, (Streak SRM 6) 30

BV: 2,150



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

- Lance
- Lance

4-6

- Lance
- Lance
- AES
- AES
- AES
- AES

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Small Pulse Laser [Clan]
- C3 Master
- C3 Master
- C3 Master

1-3

- C3 Master
- C3 Master
- Endo-Composite
- Endo-Composite
- Endo-Composite
- Endo-Composite

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 6 [Clan]
- Streak SRM 6 [Clan]

Head

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

1-3

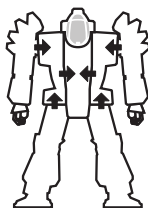
Center Torso

- 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
- LRM 20 [Clan]
- LRM 20 [Clan]
- LRM 20 [Clan]
- LRM 20 [Clan]

1-3

- Artemis V FCS [Clan]
- Artemis V FCS [Clan]
- AES
- AES
- AES
- AES

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 6 [Clan]
- Streak SRM 6 [Clan]
- Ammo (Streak SRM 6) 15
- Ammo (Streak SRM 6) 15

1-3

- Ammo (LRM 20 Artemis V) 6
- Ammo (LRM 20 Artemis V) 6
- Ammo (LRM 20 Artemis V) 6
- CASE II
- Endo-Composite
- Endo-Composite

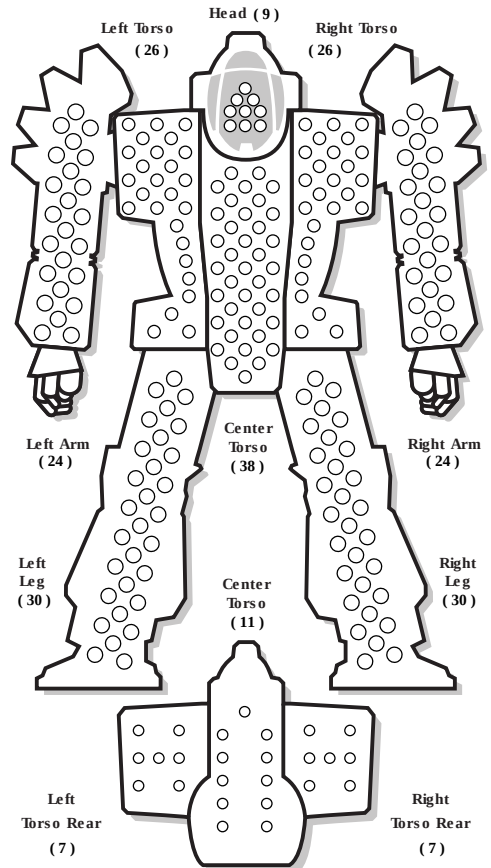
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 6 [Clan]
- Streak SRM 6 [Clan]

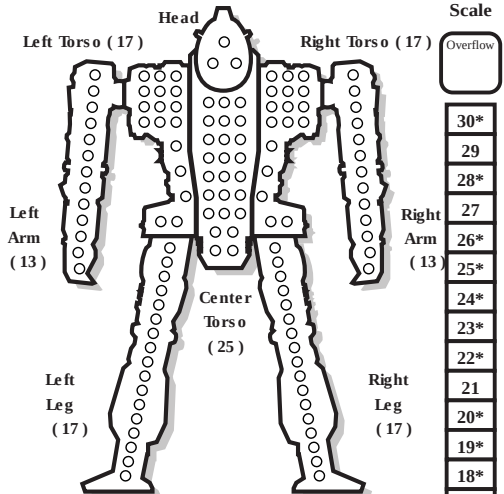
ARMOR DIAGRAM

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

30*
29
28*
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