

BATTLETECH™

FOUR-LEGGED OMNIMECH RECORD SHEET

MECH DATA

Type: Celerity CLR-03-OD

Movement Points:

Walking: 16

Running: 24 [32]

Jumping: 0

Engine Type: 240 XXL

Tonnage: 15

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Scout

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	Drone (Remote)	RT	—	[E]	—	—	—	—
Operating System								
2	ER Flamer	HD	4	2 [DE,H,AI]	—	3	5	7

BV: 304



CRITICAL TABLE

Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. ER Flamer
6. ER Flamer

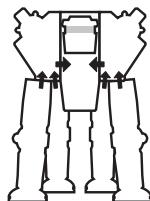
Center Torso

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

1-3

4-6

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



Damage Transfer Diagram

Front Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Left Torso

1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

1-3

4-6

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. MASC
5. Endo Steel
6. Endo Steel

Rear Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Front Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

1-3

4-6

1. Drone (Remote) Operating System
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso

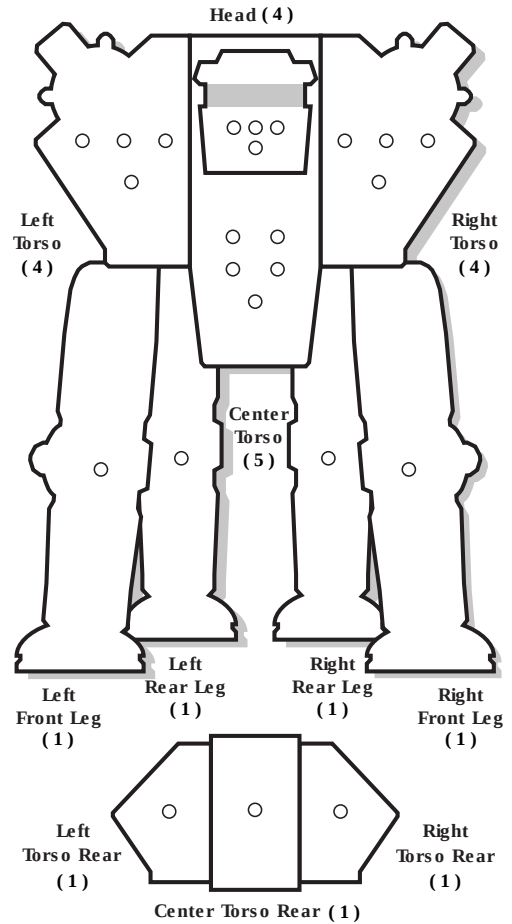
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

Rear Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

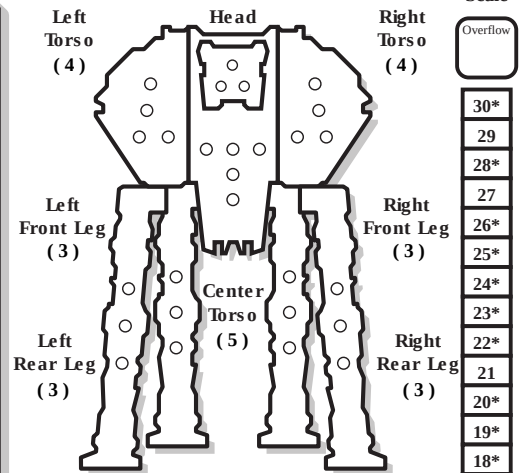
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

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 | ○ |

Double Heat Sinks: 10 (20)

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
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9
8*
7
6
5*
4
3
2
1
0