

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Puma (Adder) C
Movement Points:
Walking: 6
Running: 9
Jumping: 0
Engine Type: 210 XL
Tonnage: 35
Tech Base: Clan
Rules Level: Standard
Role: Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	RA	5	1/Msl [M,C,S]	—	7	14	21
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Narc	RT	—	[M]	—	4	8	12
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3

Ammo: (LRM 15 Narc) 32, (Narc) 6

BV: 1,275



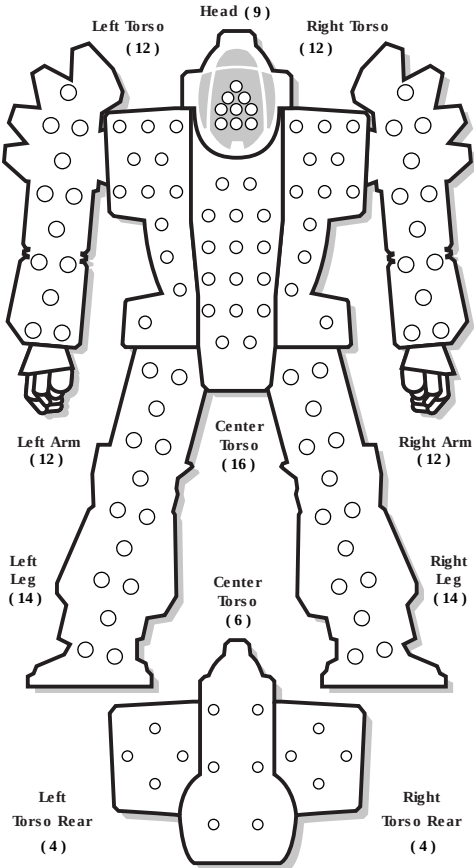
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

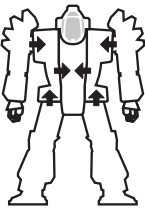
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

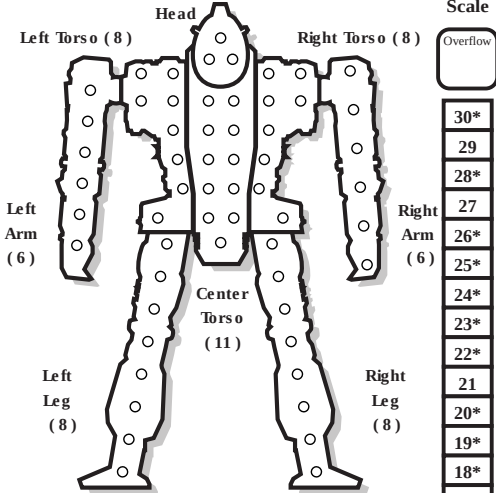
Left Arm (CASE)		Head		Right Arm (CASE)	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. LRM 15		4. Ferro-Fibrous		4. Hand Actuator
	5. LRM 15		5. Sensors		5. LRM 15
	6. Ammo (LRM 15 Narc) 8		6. Life Support		6. LRM 15
Left Torso		Center Torso		Right Torso (CASE)	
1-3	1. Ammo (LRM 15 Narc) 8	1-3	1. XL Fusion Engine	1-3	1. Ammo (LRM 15 Narc) 8
	2. Ferro-Fibrous		2. XL Fusion Engine		2. Ammo (LRM 15 Narc) 8
	3. Roll Again		3. XL Fusion Engine		3. Ferro-Fibrous
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. Ferro-Fibrous	1-3	1. Gyro	○○○	
	2. Ferro-Fibrous		2. XL Fusion Engine	Gyro Hits ○○○	
	3. Roll Again		3. XL Fusion Engine	Sensor Hits ○○○	
	4. Roll Again		4. XL Fusion Engine	Life Support ○	
	5. Roll Again		5. Flamer		
	6. Roll Again		6. Endo Steel		
Left Leg		Right Leg		Damage Transfer Diagram	
1-3	1. Hip	1-3	1. Hip		
	2. Upper Leg Actuator		2. Upper Leg Actuator		
	3. Lower Leg Actuator		3. Lower Leg Actuator		
	4. Foot Actuator		4. Foot Actuator		
	5. Endo Steel		5. Endo Steel		
	6. Endo Steel		6. Endo Steel		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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*
23*
22*
21
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19*
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