BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Puma (Adder) TC

Movement Points:
Walking: 6
Running: 9
Jumping: 0
Engine Type: 210 XL

Tonnage: 35
Tech Base: Clan
Rules Level: Standard
Role: Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
5	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	Small Pulse Laser	LT	2	3 [P,AI]	—	2	4	6
1	Anti-Missile System	LT	1	[PB]	—	1	—	—
1	Active Probe	LT	—	[E]	—	—	—	5
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3

Ammo: (AMS) 24, (Machine Gun) 200

BV: 1,189

WARRIOR DATA

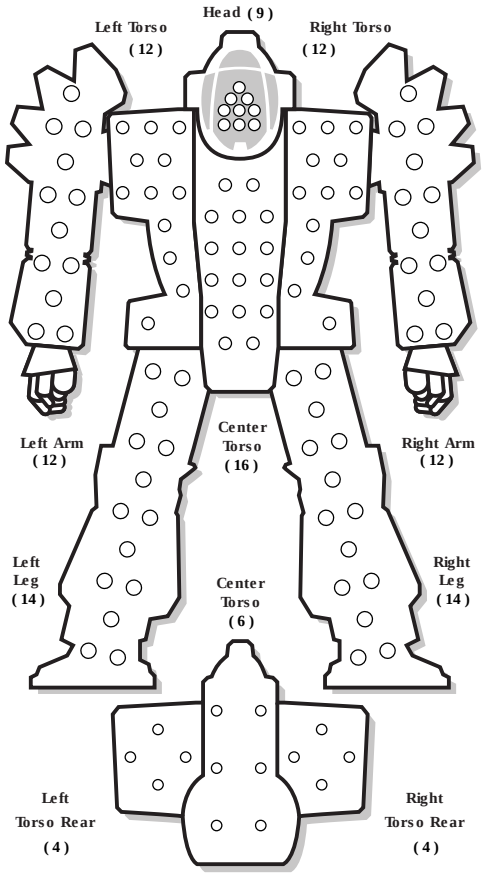
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

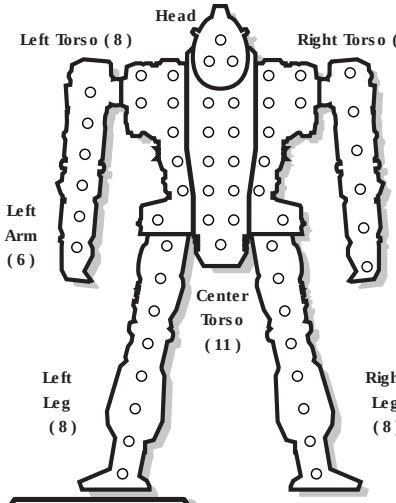
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL TABLE

Left Arm (CASE)
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Machine Gun
4. Machine Gun
5. Machine Gun
6. Machine Gun

4-6:
1. Machine Gun
2. Ammo (Machine Gun) 100
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Small Pulse Laser
2. Anti-Missile System
3. Active Probe
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Flamer
6. Endo Steel

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

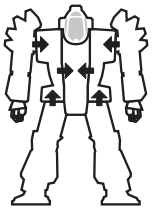
Right Arm (CASE)
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Machine Gun
4. Machine Gun
5. Machine Gun
6. Machine Gun

4-6:
1. Machine Gun
2. Ammo (Machine Gun) 100
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Large Pulse Laser
6. Large Pulse Laser

4-6:
1. Targeting Computer
2. Targeting Computer
3. Ammo (AMS) 24
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

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



Damage Transfer Diagram

HEAT DATA

Double Heat Sinks: 11 (22)

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	

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