

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Puma (Adder) A
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 20	LA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21
1	Small Pulse Laser	LT	2	3 [P,AI]	—	2	4	6
1	Small Pulse Laser	RT	2	3 [P,AI]	—	2	4	6
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3

Ammo: (LRM 20) 24

BV: 1,359



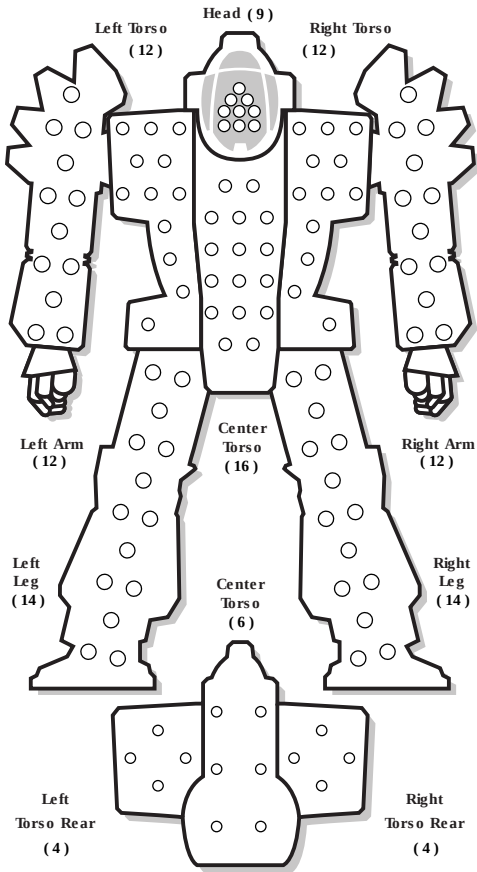
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous

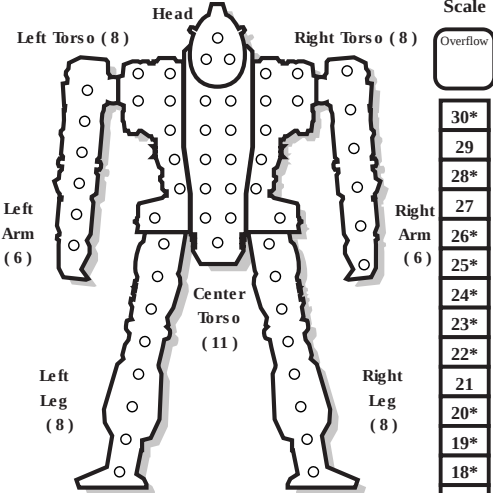


CRITICAL TABLE

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
4-6	4. Hand Actuator	4-6	4. Ferro-Fibrous	4-6	4. Hand Actuator
	5. LRM 20		5. Sensors		5. LRM 20
	6. LRM 20		6. Life Support		6. LRM 20
Left Torso		Center Torso		Right Torso	
1-3	1. LRM 20	1-3	1. XL Fusion Engine	1-3	1. LRM 20
	2. LRM 20		2. XL Fusion Engine		2. LRM 20
	3. Ammo (LRM 20) 6		3. XL Fusion Engine		3. Ammo (LRM 20) 6
4-6	4. Ammo (LRM 20) 6	4-6	4. Gyro	4-6	4. Ammo (LRM 20) 6
	5. Ferro-Fibrous		5. Gyro		5. Ferro-Fibrous
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. XL Fusion Engine	1-3	1. Gyro	Gyro Hits ○○○	
	2. XL Fusion Engine		2. XL Fusion Engine	Sensor Hits ○○○	
	3. Double Heat Sink		3. XL Fusion Engine	Life Support ○	
4-6	4. Double Heat Sink	4-6	4. Gyro		
	5. Small Pulse Laser		5. Flamer		
	6. Endo Steel		6. Endo Steel		
Left Leg		Right Leg		Catalyst Game Labs	
1-3	1. Hip	1-3	1. Hip		
	2. Upper Leg Actuator		2. Upper Leg Actuator		
	3. Lower Leg Actuator		3. Lower Leg Actuator		
4-6	4. Foot Actuator	4-6	4. Foot Actuator		
	5. Endo Steel		5. Endo Steel		
	6. Endo Steel		6. Endo Steel		

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
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