BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Puma (Adder) B

Movement Points:		Tonnage:	35
Walking:	6	Tech Base:	Clan
Running:	9	Era:	Late Succession Wars
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2	–	1	2	3
~~1~~	~~ER Medium Laser~~	~~RT~~	~~5~~	~~7~~	~~–~~	~~5~~	~~10~~	~~15~~
1	ER Medium Laser	LT	5	7	–	5	10	15
~~1~~	~~Large Pulse Laser~~	~~RA~~	~~10~~	~~10~~	~~–~~	~~6~~	~~14~~	~~20~~
~~1~~	~~LB 5-X AC~~	~~LA~~	~~1~~	~~5~~	~~3~~	~~8~~	~~15~~	~~24~~

Cost: 7,027,678 **BV:** 2,219

WARRIOR DATA

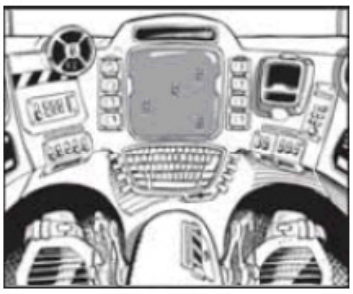
Name: Vagabond (Player 1)

Gunnery Skill: 3 **Piloting Skill:** 3

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

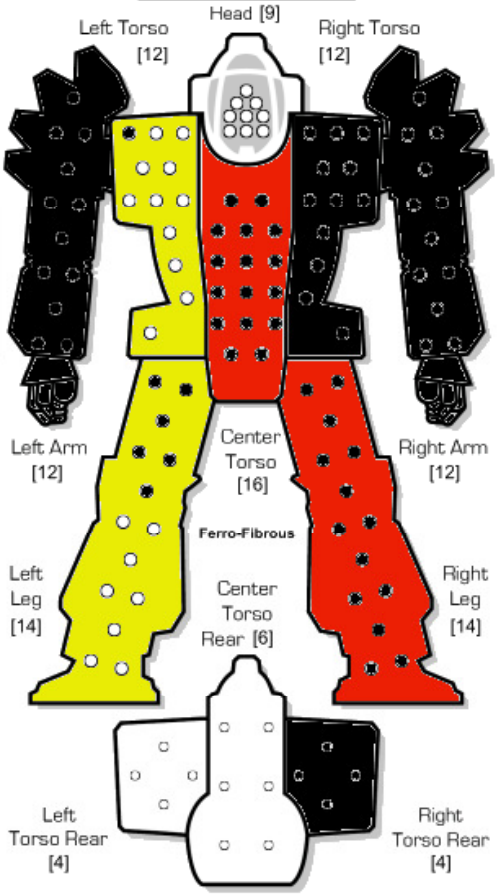
RULES LEVELS

Current:	Tournament Legal
Era Specific:	Tournament Legal
Year Specific:	Tournament Legal



Armor Factor = 115

ARMOR DIAGRAM



CRITICAL HIT TABLE

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

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

1-3

4-6
1. Gyro
2. ~~XL Engine~~
3. ~~XL Engine~~
4. XL Engine
5. Flamer
6. *Endo Steel*

Left Torso
1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. *Endo Steel*

1-3

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

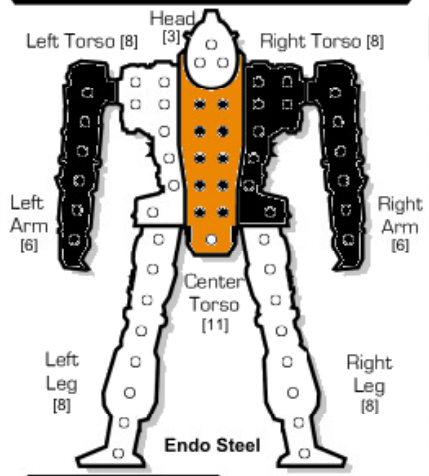
Engine Hits ● ● ●
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

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

Damage Transfer Diagram

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

INTERNAL STRUCTURE DIAGRAM



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

Heat Sinks: 9 [18] Double

Heat Scale

Overflow 0

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

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