

BATTLETECH™

OMNIQUADVEE RECORD SHEET

'MECH DATA

Type: Boreas D

Movement Points:

Walking: 4 Vehicle:

Running: 6 Cruising: 4

Jumping: 0 Flanking: 6

Engine Type: 240 Fusion

Tonnage: 60

Tech Base: Clan

Rules Level: Advanced

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	LT	18	16 [DE]	—	5	10	15
1	Heavy Large Laser	RT	18	16 [DE]	—	5	10	15

WARRIOR DATA

Pilot: _____

Gunnery Skill: _____ Piloting Skill: _____

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

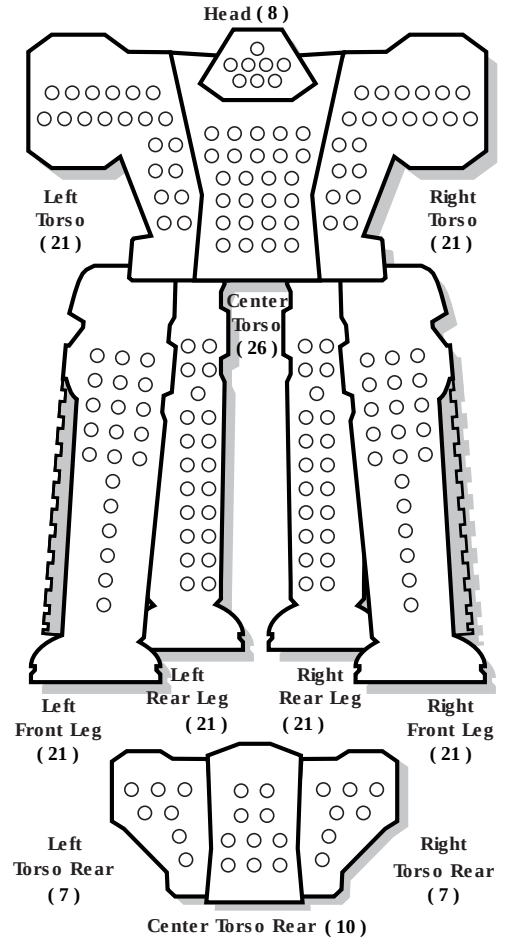
Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Standard Armor



BV: 1,394

CRITICAL TABLE

Head

- Life Support
- Sensors
- Pilot
- Gunner
- Sensors
- Life Support

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Tracks

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Tracks

Left Torso

- Laser Heat Sink
- Laser Heat Sink
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Laser Heat Sink

1-3

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

Right Torso

- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Laser Heat Sink
- Laser Heat Sink
- Laser Heat Sink

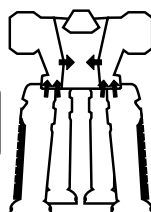
1-3

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Tracks

Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Tracks

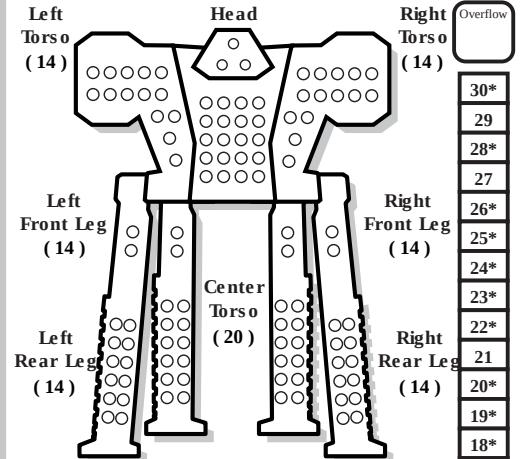


Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Laser Heat Sinks: 14 (28)
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*
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