

# BATTLETECH™

## OMNIQUADVEE RECORD SHEET

### 'MECH DATA

Type: Boreas Prime

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   | Streak SRM 6       | LT  | 4  | 2[Msl [M,C] | —   | 4   | 8   | 12  |
| 1   | ER PPC             | RT  | 15 | 15 [DE]     | —   | 7   | 14  | 23  |
| 1   | Medium Pulse Laser | CT  | 4  | 7 [P]       | —   | 4   | 8   | 12  |

Ammo: (Streak SRM 6) 15

BV: 1,565



### WARRIOR DATA

Pilot: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

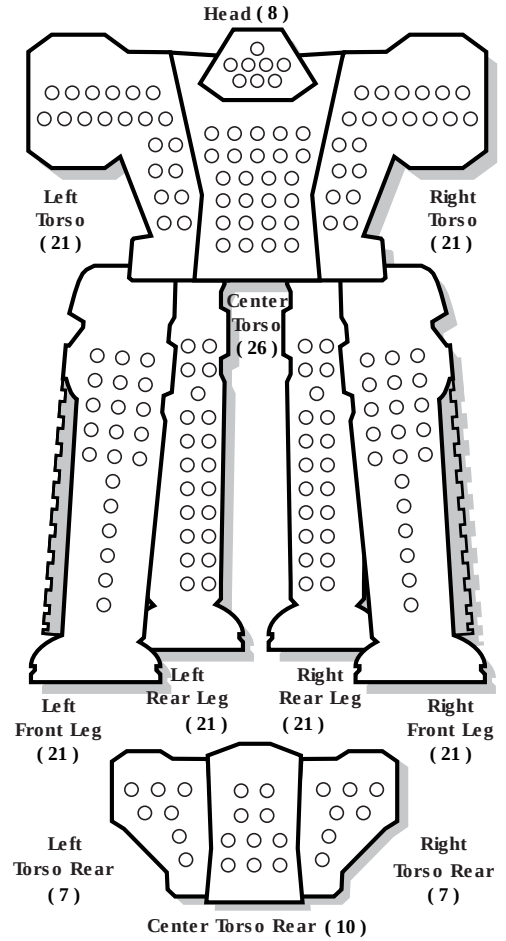
Gunner: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### ARMOR DIAGRAM

#### Standard Armor



### 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

1-3

#### Front Right Leg

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

#### Right Torso

- ER PPC
- ER PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

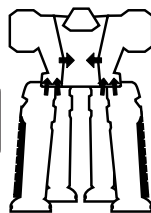
#### Left Torso (CASE)

- Laser Heat Sink
- Laser Heat Sink
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak SRM 6) 15
- Roll Again

1-3

4-6

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



Damage Transfer Diagram

#### Rear Left Leg

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

4-6

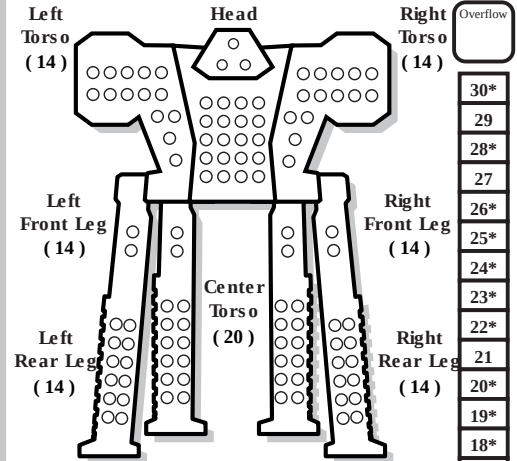
#### Rear Right Leg

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

4-6

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

| Heat Level* | Effects                | Laser 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  |
| 20* |
| 19* |
| 18* |
| 17* |
| 16  |
| 15* |
| 14* |
| 13* |
| 12  |
| 11  |
| 10* |
| 9   |
| 8*  |
| 7   |
| 6   |
| 5*  |
| 4   |
| 3   |
| 2   |
| 1   |
| 0   |