

BATTLETECH™

OMNIQUADVEE RECORD SHEET

'MECH DATA

Type: Notos C

Movement Points:

Walking: 5 Vehicle:

Running: 8 Cruising: 6

Jumping: 0 Flanking: 9

Engine Type: 300 XL

Tonnage: 60

Tech Base: Clan

Rules Level: Advanced

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Imp. Heavy Medium Laser	LT	7	10 [DE,X]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	AP Gauss Rifle	LT	1	3 [DB,AI,X]	—	3	6	9
1	Active Probe	LT	—	[E]	—	—	—	5
1	Light TAG	LT	—	[E]	—	3	6	9
1	Imp. Heavy Medium Laser	RT	7	10 [DE,X]	—	3	6	9
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	AP Gauss Rifle	RT	1	3 [DB,AI,X]	—	3	6	9
1	ECM Suite	RT	—	[E]	—	—	—	6
1	SRM 6	CT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (AP Gauss) 40, (SRM 6) 30

BV: 1,525

WARRIOR DATA

Pilot: _____

Gunnery Skill: _____ Piloting Skill: _____

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

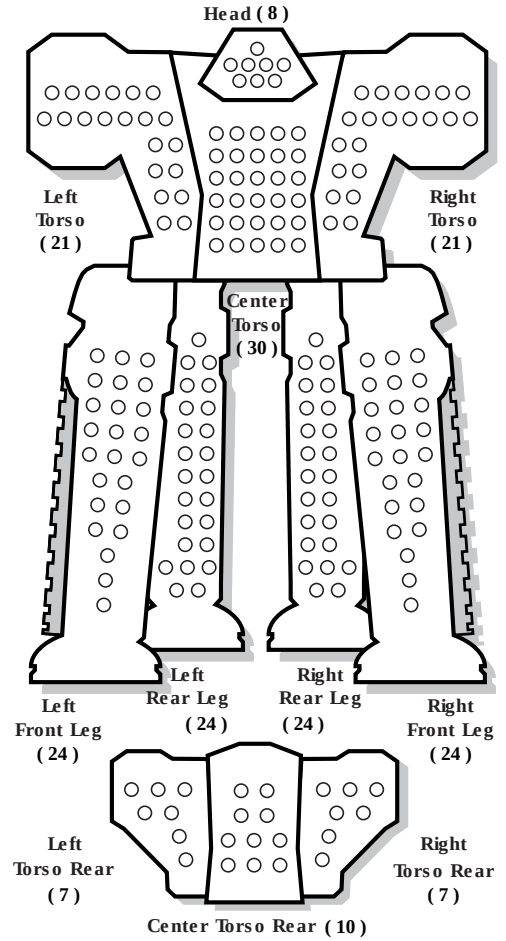
Gunner: _____

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

1. Life Support
2. Sensors
3. Pilot
4. Gunner
5. Sensors
6. Life Support

Front Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Wheels

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

Front Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Wheels

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Imp. Heavy Medium Laser
4. Imp. Heavy Medium Laser
5. SRM 6
6. Ammo (SRM 6) 15

4-6

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. SRM 6
6. Ammo (AP Gauss) 40

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

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Imp. Heavy Medium Laser
4. Imp. Heavy Medium Laser
5. SRM 6
6. Ammo (SRM 6) 15

1-3

4-6

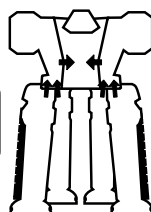
1. AP Gauss Rifle
2. ECM Suite
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Rear Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Wheels

Rear Right Leg

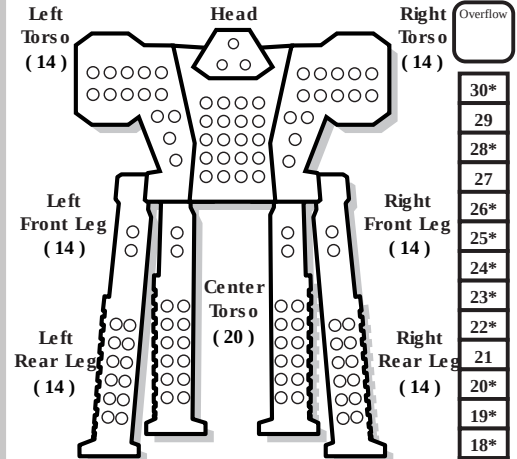
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Conversion Gear
6. Wheels



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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	○