

BATTLETECH™

OMNIQUADVEE RECORD SHEET

'MECH DATA

Type: Notos D

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	Targeting Computer	LT	—	[E]	—	—	—	—
2	ER Large Laser	CT	12	10 [DE]	—	8	15	25

WARRIOR DATA

Pilot: _____

Gunnery Skill: _____ Piloting Skill: _____

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

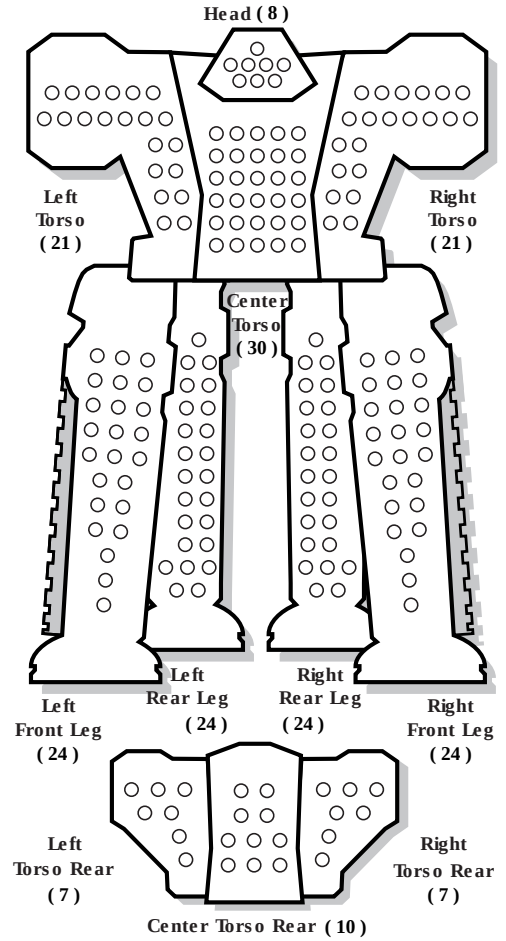
Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Standard Armor



BV: 1,777

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
- Wheels

Center Torso

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

1-3

Front Right Leg

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Targeting Computer
- Targeting Computer
- Laser Heat Sink
- Laser Heat Sink

1-3

4-6

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

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Laser Heat Sink
- Laser Heat Sink
- Laser Heat Sink
- Laser Heat Sink

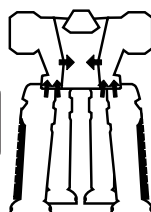
1-3

4-6

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Rear Left Leg

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



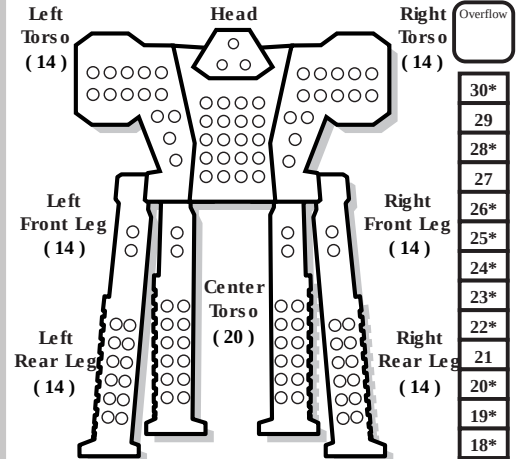
Damage Transfer Diagram

Rear Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Laser Heat Sinks: 13 (26)
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

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