

BATTLETECH™

QUADVEE RECORD SHEET

MECH DATA

Type: Cyllaros

Movement Points:

Walking: 5 Vehicle:

Running: 8 Cruising: 5

Jumping: 0 Flanking: 8

Engine Type: 275 Fusion

Tonnage: 55

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	AP Gauss Rifle	LT	1	3 [DB,AI,X]	—	3	6	9
1	Imp. Heavy Medium Laser	RT	7	10 [DE,X]	—	3	6	9
1	AP Gauss Rifle	RT	1	3 [DB,AI,X]	—	3	6	9
1	ECM Suite	RT	—	[E]	—	—	—	6
1	LRM 15	CT	5	1/Msl [M,C,S]	—	7	14	21

Ammo: (AP Gauss) 40, (LRM 15) 16

BV: 1,403



WARRIOR DATA

Pilot: _____

Gunnery Skill: _____ Piloting Skill: _____

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

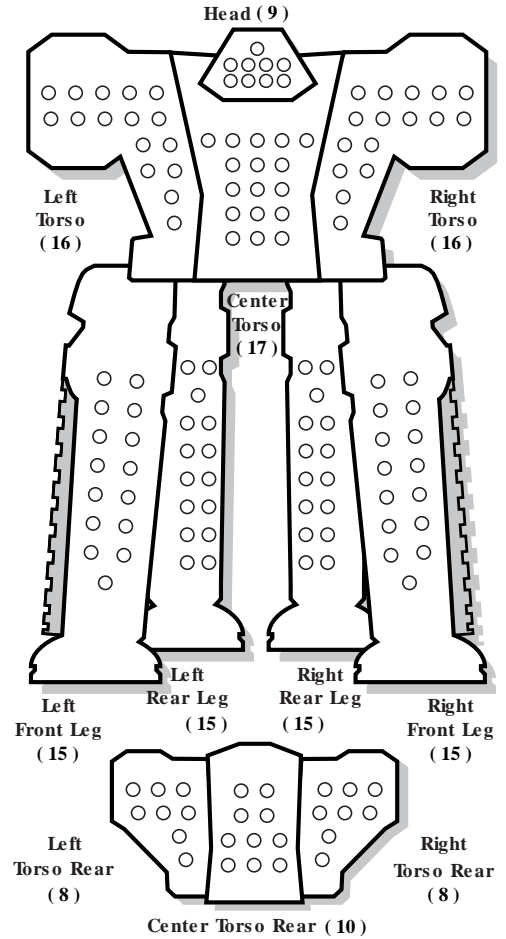
Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Ferro-Fibrous



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

Left Torso (CASE)

- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser
- AP Gauss Rifle
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Endo Steel

4-6

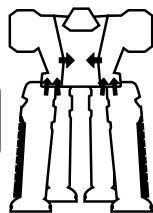
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- LRM 15
- LRM 15

1-3

Right Torso (CASE)

- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser
- AP Gauss Rifle
- Ammo (AP Gauss) 40
- ECM Suite
- Ferro-Fibrous

4-6



Damage Transfer Diagram

Rear Left Leg

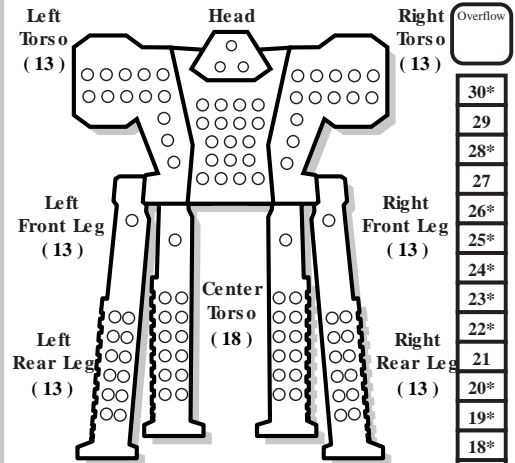
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Tracks

Rear Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

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	○