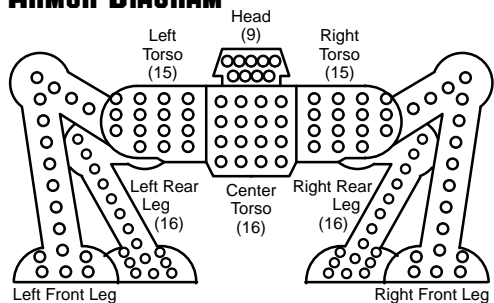


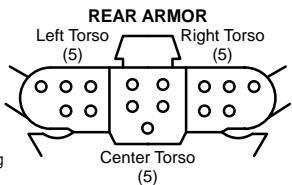
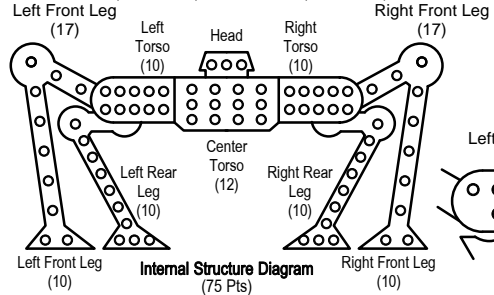
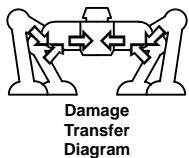
BATTLETECH® QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor
Pts = 136



'MECH DATA

Type: P-Con SPDR 2010-3

Mass: 40 tons

Movement Points: Tech & Configuration:

Walking: 7 Inner Sphere

Running: 11 Quad 'Mech

Jumping: 7

Weapons inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9

Total Heat Sinks: 10 Single

OOOOOOOOOO

Auto Eject:

Operational Disabled

Weapon Heat:

(6)

QUAD HIT LOCATIONS (2D6)

Roll	Left	Front	Rear	Right
2	LT (crit)	CT (crit)	CT (crit)	RT (crit)
3	LRL	RRL	RFL	RRL
4	LFL	RFL	RRL	RFL
5	LFL	RFL	RRL	RFL
6	LRL	RT	RT	RRL
7	LT	CT	CT	RT
8	CT	LT	LT	CT
9	RT	LFL	LRL	LT
10	RFL	LFL	LRL	LFL
11	RRL	LRL	LFL	LRL
12	HD	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

WARRIOR DATA

Name: Martin Sachse

Gunnery Skill: 4

Piloting Skill: 5

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

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

CRITICAL HIT TABLE

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
-

Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
-

Left Torso

- Jump Jet
-
- 1-3
- 1-3
- 1-3
- 1-3
- 4-6
- 4-6
- 4-6
- 4-6
- 4-6

Center Torso

- Fusion Engine
- Fusion Engine
- 3-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- 1, Gyro
- 1, Fusion Engine
- 2, Fusion Engine
- 3-3 Fusion Engine
- 4-6 Fusion Engine
- 4-6 Medium Laser
- 4-6 Jump Jet

Right Torso

- Jump Jet
-
- 1-3
- 1-3
- 1-3
- 1-3
- 4-6
- 4-6
- 4-6
- 4-6
- 4-6

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
-

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

Battle Value: 795

Weapon Value: 347 / 347

Cost, C-Bills: 3.759.934

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
-

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

WARGAMES

ATTACK MODIFIERS

Attacker	
Movement	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
BattleMech Damage	
Sensor Hit	+2
Shoulder	+4 weapons in arm
Arm Act. (each)	+1 weapons in arm
Prone	+2
In Depth 1 Water	+1
Target	
Movement	
0-2 hexes	0
3-4 hexes	+1
5-6 hexes	+2
7-9 hexes	+3
10-13 hexes	+4
14-18 hexes	+5 (Level 3)
19-24 hexes	+6 (Level 3)
25+ hexes	+7 (Level 3)
Jumped	+1 additional
Sprinted	-1
Prone	-2 adjacent hex
	+1 other hexes
Immobile	-4
In Depth 1 Water	+2 Punch locations
Partial Cover	+3 Punch locations
Infantry Squad	+1

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

Roll	Number of Missiles Fired									
2D6	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20