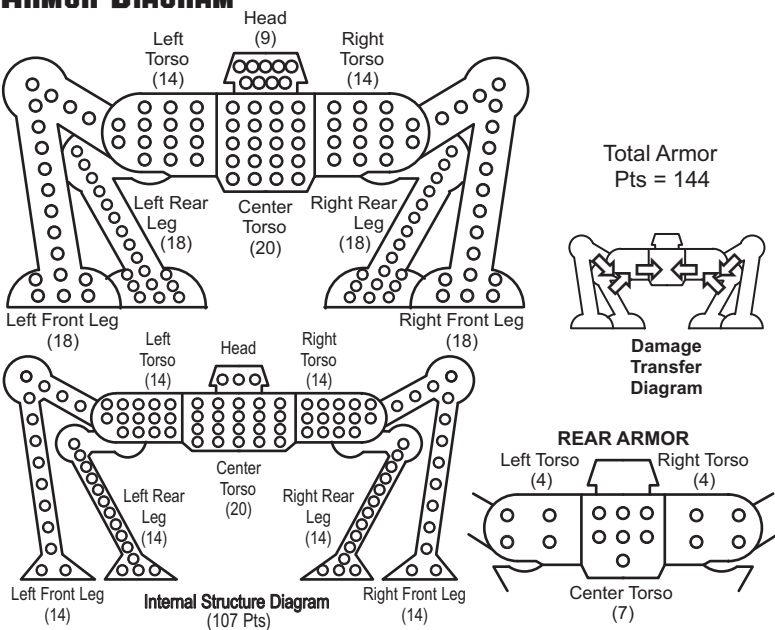


BATTLETECH®

QUAD BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Surtur PC-X**
 Mass: **60 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **5** Inner Sphere
 Running: **8** Quad 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/hit	6	7	14	21
1	Large Laser	RT	8	8	-	5	10	15
1	LRM 15	LT	5	1/hit	6	7	14	21
2	Small Laser	CT	1	3	-	1	2	3
1	Flamer	HD	3	2	-	1	2	3

Ammo Type:

	Rounds:	BV2:
LRM 5	24	11
LRM 15	16	64

Total Heat Sinks: 11 Single
 ○○○○○○○○○○ ○

Auto Eject: Operational Disabled
Weapon Heat: (20)

QUAD HIT LOCATIONS (2D6)

Roll	Left	Front	Rear	Right
2	LT	CT	CT	RT
3	(crit) LRL	(crit) RRL	(crit) RFL	(crit) 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: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Flamer
- Sensors
- Life Support

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Left Torso

- LRM 15
 - LRM 15
 - LRM 15
 - Ammo (LRM 15) 8
 - Ammo (LRM 15) 8
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Small Laser
 - Small Laser
- 4-6

Right Torso

- Large Laser
 - Large Laser
 - LRM 5
 - Ammo (LRM 5) 24
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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

Battle Value: **1.227**
 Weapon Value: **611 / 611**
 Cost, C-Bills: **5.144.000**

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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	



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)

Other modifiers:

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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SURTUR PC-X

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SIZE: **3** MOVE: **5** SKILL:

S(+0) M(+2) L(+4) E(+6)
2 2 1

OV: **0** | HEAT SCALE **1 2 3 9**

A: ○○○○○○
 S: ○○○○○○

SPECIAL:
 IF1,SRCH,SOA,SEAL,ES



QUICK-STRIKE STATS

BATTLETECH

QUICK-STRIKE STATS

BATTLETECH

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