

SURTUR PC-X

Type/Model:	Surtur PC-X
Tech:	Inner Spere / 3030
Configuration:	Quad BattleMech
Rules-Level:	Level 1
Mass:	60t
Chassis:	Standard
Power Plant:	300 Vlar Fusion
Walking Speed:	54,km/h
Maximum Speed:	86,4 km/h
Jump Jets:	None
Jump Capacity:	0m
Armor Type:	Standard
Armament:	2 Small Laser LSR 5 LSR 15 Large Laser Flamer
Manufacturer:	Heavy Mining Industries Inc.
Location:	Sirius VI
Communications System:	(unknown)
Targeting & Tracking System:	(unknown)

History

The "Surtur PC-X" was based upon the "Servant S-60", a quadruple CargoMech for hostile environments. Originally constructed for use on asteroids the Servant is equipped not only with a fusion engine for atmosphere free operation but also with the armor and internal structure of a BattleMech to withstand mini-meteoroids and space debris. While on a mission on Sirius VI the Phoenix Guard came in possession of 3 Mechs of this very popular type, which served a long time as their logistic units. During an operation in 3030 in the Draconis Sector, the Phoenix Guard was under pressure after several BattleMech, especially all the heavy machines, had been damaged. Because of that the direct combat had to be avoided and the Phoenix Guard settled on hit-and-run-tactics. To support the Mechs that were assigned to that task and to give backup fire, 2 Servant Quads got additional armor, an LSR15 and a Large Laser. After a few operations a LSR5, 2 small Lasers and a Flamer were added to the weaponry . These 2 Mechs supported the light and medium units and allowed a bit by bit capturing of urgently needed spare parts helping to swing around the fortune of war. During the battles one Surtur was heavily damaged, but could be recovered and later put back into service.

Possibilities

The Surtur was mainly equipped to support, together with agile medium and light machines, the advance of friendly units. To do this, it uses a combination of an LSR15 and a LSR5 which grants a compromise between firepower and endurance. These rocket driven systems are accompanied by a large Laser. It compensates a lack of ammunition in longer fights and serves as close range defense. For weaker and less armored targets like infantry, the Surtur got 2 small lasers and a Flamer.

Variants

Of course, such a story of success makes the round quite quickly, and so several field modifications of the Servants are known. Mostly adjusted to the environment they are used in, no two Surtur are alike. Frequently multiple LSR5 or two LSR10 are used to simplify ammunitions needs. Also quite common is the use of several medium lasers instead of the large laser, which reduces the long range fire potential of the Mech and is mostly used by garrison units in urban deployments.

Equipment		Crits	Mass
Int. Struct.:	107	0	6
Engine:	300 Fusion	6	19
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	11	0	1
Gyro:		4	3
Cockpit,		5	3
Leg Act:		16	0
Armor Factor:	144	0	9

	Internal Armor	Structure Value
Head:	3	9
Center Torso:	20	20/7
L/R Side Torso:	14	14/4
L/R Front Leg:	14	18
L/R Rear Leg:	14	18

Weapons&Equip.	Loc	Heat	Crits	Mass
LRM 5	RT	2	2	3
Ammo (LSR) 24:	RT		1	1
Large Laser	RT	8	2	5
LRM 15	LT	5	5	9
Ammo (LSR) 16	LT		2	2
2 Small Lasers	CT	2	2	1
Flamer	HD	3	1	1

