

BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Surtur PC-X

Movement Points:

Walking: 5
Running: 8
Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere
2750
D/C-E-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD	3	2	-	1	2	3
[DE, H/AI]								
2	Small Laser	CT	1	3 [DE]	-	1	2	3
1	Large Laser	RT	8	8 [DE]	-	5	10	15
1	LRM-5	RT	2	1/m	6	7	14	21
1	LRM-15	LT	5	1/m	6	7	14	21
Ammunition Type								
@LRM-15								
@LRM-5								
Rounds								
15								
24								

Cost: 5,000,000 C-Bills

BV: 1.227
Weapon Heat (20)
Dissipation (11)

CRITICAL HIT TABLE

Left 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
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Rear Leg

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

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Small Laser
- Small Laser

Right Front Leg

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

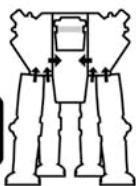
Right Torso

- Large Laser
- Large Laser
- LRM-5
- Ammo (LRM 5) 24
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Rear Leg

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

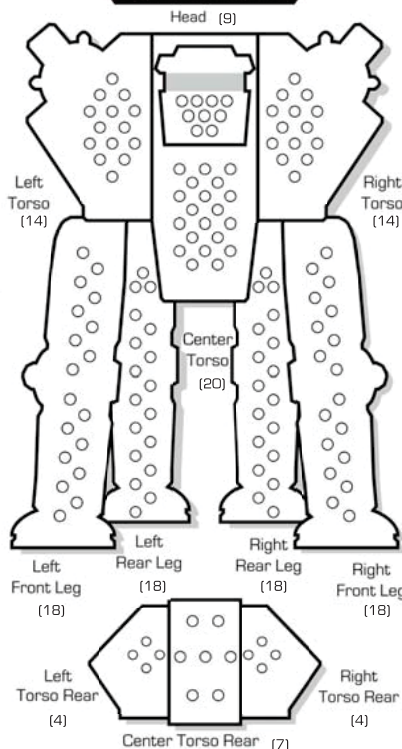
Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

ARMOR DIAGRAM

Armor Pts: 144



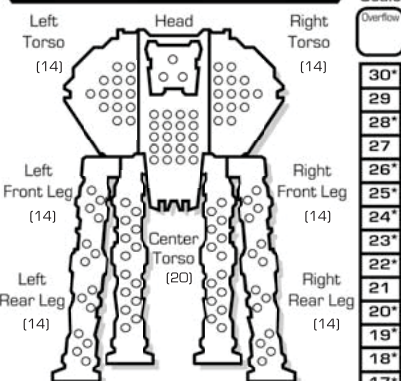
HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
3	LRL	RFL	RRL
4	LFL	RFL	RFL
5	LFL	RRL	RFL
6	LRL	RT	RRL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LRL	LT
10	RFL	LFL	LFL
11	RRL	LFL	LRL
12	HD	HD	HD

TO HIT MODIFIERS

Attacker...	
is Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Target...	
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone	-2
Adjacent	-2
Not Adjacent	+1
Range	
Short	+0
Medium	+2
Long	+4

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11
28	Ammo Exp. avoid on 8+	10
26	Shutdown, avoid on 10+	9
25	-5 Movement Points	8
24	+4 Modifier to Fire	7
23	Ammo Exp. avoid on 6+	6
22	Shutdown, avoid on 8+	5
20	-4 Movement Points	4
19	Ammo Exp. avoid on 4+	3
18	Shutdown, avoid on 6+	2
17	+3 Modifier to Fire	1
15	-3 Movement Points	0
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

PUNCH CHART

Roll	Left	Fr/Bk	Right
1	LT	LFL/LRL	RT
2	LT	LT	RT
3	CT	CT	CT
4	LFL	RT	RA
5	LRL	RFL/RRL	RA
6	HD	HD	HD

KICK CHART

Roll	Left	Fr/Bk	Right
1-3	LFL	RFL/RRL	RFL
4-6	LRL	LFL/LRL	RRL

PHYSICAL ATTACKS

Punch	+0	Punch	1/10t
Kick	-2	Kick	1/5t
*Hatchet	-1	Std	1/5t
*Sword	-2	Std	1/10t
*Blade	-2	Std	1/10t

* Add +4 to pick table

CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40

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SURTUR PC-X

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SIZE: 3 MOVE: 5 SKILL:

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

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○
S: ○○○○

SPECIAL:
IF1,SRCH,SOA,SEAL,ES



QUICK-STRIKE STATS

BATTLETECH

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