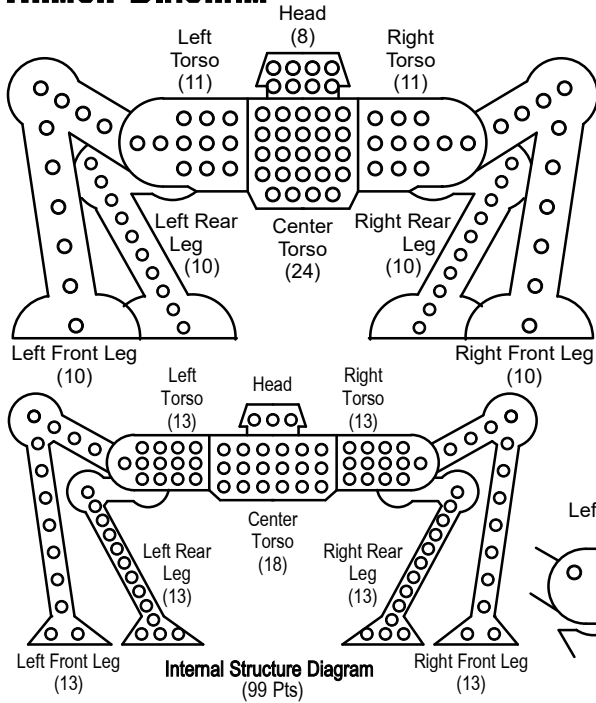


BATTLETECH®

QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

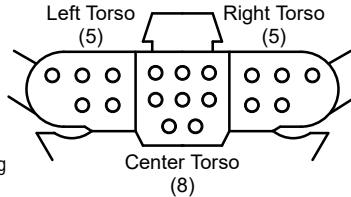
ARMOR DIAGRAM



Total Armor
Pts = 112

Damage
Transfer
Diagram

REAR ARMOR



'MECH DATA

Type: **Scorpion SCP-1N**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere

Running: **9** Quad 'Mech

Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RT	10	10	3	6	12	18
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type: SRM 6 Rounds: 15 BV2: 16

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: Operational Disabled Weapon Heat: (14)

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
- Roll Again
- Sensors
- Life Support

Right Front Leg

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

Left Torso

- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

Right Torso

- PPC
- PPC
- PPC
- SRM 6
- SRM 6
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Rear Leg

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

Right Rear Leg

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

Battle Value: **1,019**
Weapon Value: **567 / 567**
Cost, C-Bills: **5,201,800**

HEAT SCALE

** Avoid Inferno explosion on..

Shutdown

28 Ammo Explosion, avoid on 8+ (** 12+)

26 Shutdown, avoid on 10+

-5 Movement Points

24 +4 Modifier to Fire

23 Ammo Explosion, avoid on 6+ (** 10+)

22 Shutdown, avoid on 8+

20 -4 Movement Points

19 Ammo Explosion, avoid on 4+ (** 8+)

18 Shutdown, avoid on 6+

+3 Modifier to Fire

15 -3 Movement Points

14 Shutdown, avoid on 4+ (** 6+)

+2 Modifier to Fire

11 -2 Movement Points (** 4+)

10 -2 Movement Points (** 4+)

9 +1 Modifier to Fire

8 +1 Modifier to Fire

6 -1 Movement Point

5 -1 Movement Point

4

3

2

1

0

