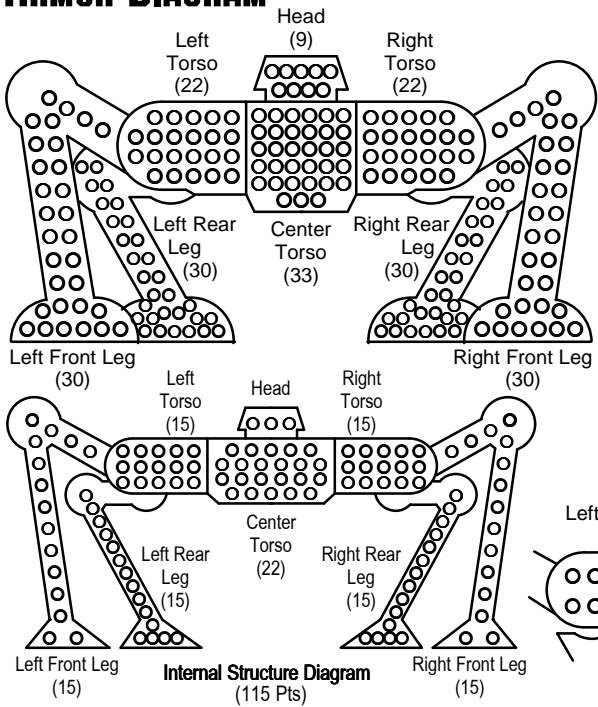


# BATTLETECH®

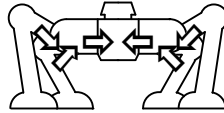
## QUAD BATTLEMECH RECORD SHEET

Status: **VALIDATED**

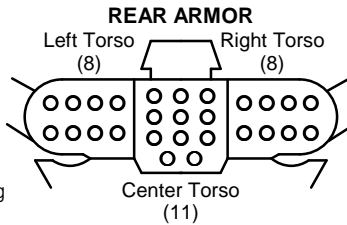
### ARMOR DIAGRAM



Total Armor  
Pts = 233



Damage  
Transfer  
Diagram



### 'MECH DATA

Type: **Tauros TRS-1**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** Inner Sphere

Running: **6** Quad 'Mech

Jumping: **0** Level 2 / 3050

### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RT	10	10	3	6	12	18
1	Medium Pulse Laser	RT	4	6	-	2	4	6
1	PPC	LT	10	10	3	6	12	18
1	Medium Pulse Laser	LT	4	6	-	2	4	6
1	Guardian ECM	LT	0	-	-	-	-	6
1	LRM 10	CT	4	1/hit	6	7	14	21

Ammo Type: LRM 10  
Rounds: 36  
BV: 37

Total Heat Sinks: **12 Double (24)**

○○○○○○○○○○ ○○

Auto Eject:  Operational  Disabled  
Weapon Heat: **(32)**

### 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
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Left Torso

- PPC
- PPC
- PPC
- 1-3 Medium Pulse Laser
- Guardian ECM
- Guardian ECM

#### Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro

#### Right Torso

- PPC
- PPC
- PPC
- 1-3 Medium Pulse Laser
- Double Heat Sink
- Double Heat Sink

#### Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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

Battle Value: **1.337**  
Weapon Value: **1.915 / 1.915**  
Cost, C-Bills: **6.905.174**

#### Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

### 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 Points
4	
3	
2	
1	
0	

