

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Spider SDR-7K

Movement Points: **Tonnage:** 30  
 Walking: 8 **Tech Base:** Inner Sphere  
 Running: 12 **Rules Level:** Standard  
 Jumping: 8 **Role:** Striker

### WARRIOR DATA

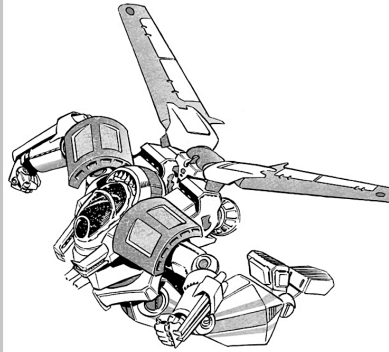
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

1	2	3	4	5	6
3	5	7	10	11	Dead

  
 Consciousness#

### Weapons & Equipment Inventory [hexes]

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT	4	6	-	2	4	6

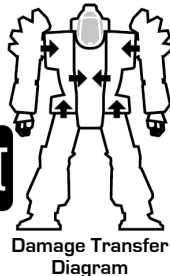


BV: 752

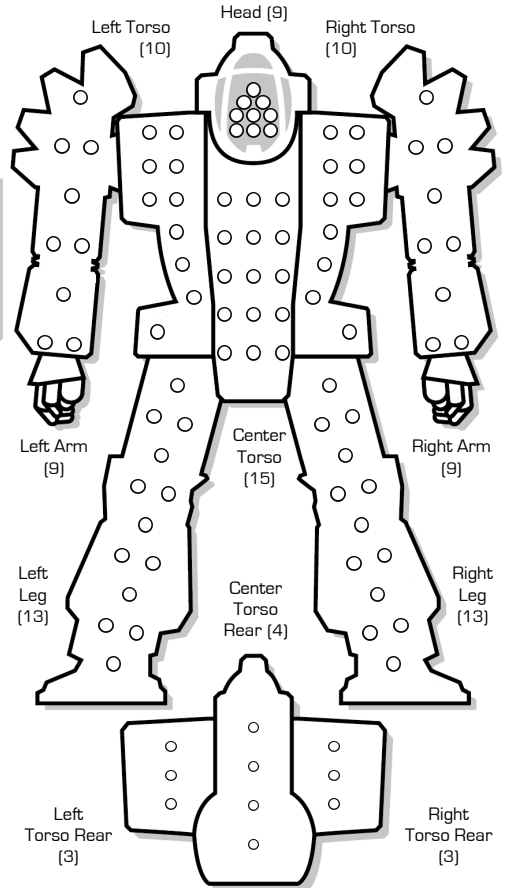


### CRITICAL HIT TABLE

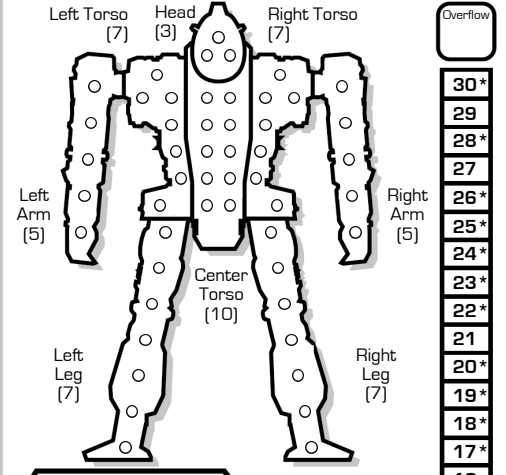
- |   |   |  |
|---|---|--|
| <p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol><br><ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol><br><p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Jump Jet</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol><br><p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> | <p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Endo Steel</li> <li>Sensors</li> <li>Life Support</li> </ol><br><p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Medium Pulse Laser</li> <li>Medium Pulse Laser</li> </ol><br><p>Engine Hits ○○○<br/>         Gyro Hits ○○<br/>         Sensor Hits ○○<br/>         Life Support ○</p> | <p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol><br><p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol><br><p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> |
|---|---|--|



### ARMOR DIAGRAM



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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