

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Spider SDR-7K2

Movement Points: **Tonnage:** 30
 Walking: 8 **Tech Base:** Inner Sphere
 Running: 12 **Rules Level:** Standard
 Jumping: 7 **Role:** Scout

WARRIOR DATA

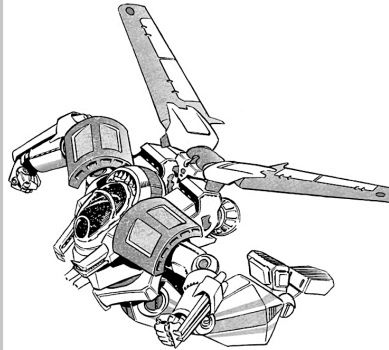
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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
1	ER Large Laser	CT	12	8	-	7	14	19



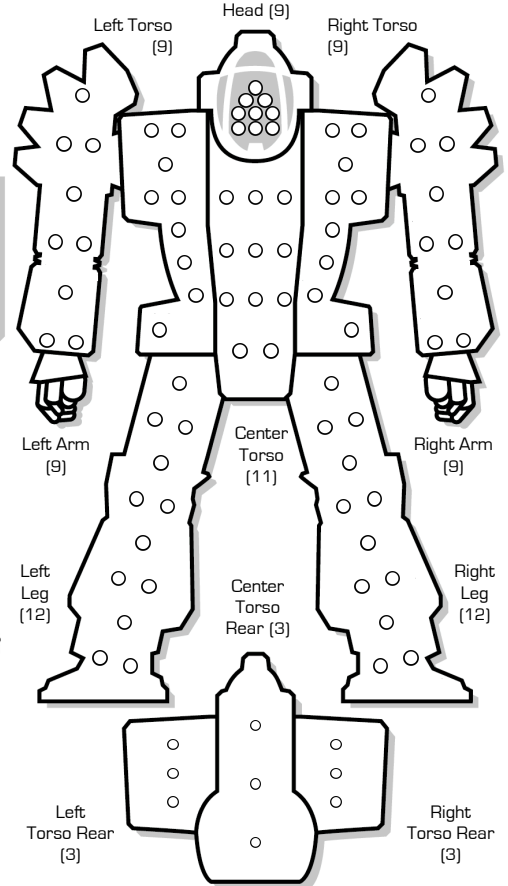
BV: 884



Armor Factor - 89

ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Ferro-Fibrous
 - Ferro-Fibrous

Head

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again

Center Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - ER Large Laser
 - ER Large Laser

Right Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

Left Torso

- Light Fusion Engine
 - Light Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
- 1-3
- Jump Jet
 - Jump Jet
 - Roll Again
 - Endo Steel
 - Endo Steel
 - Endo Steel

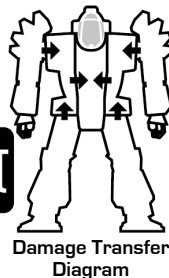
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

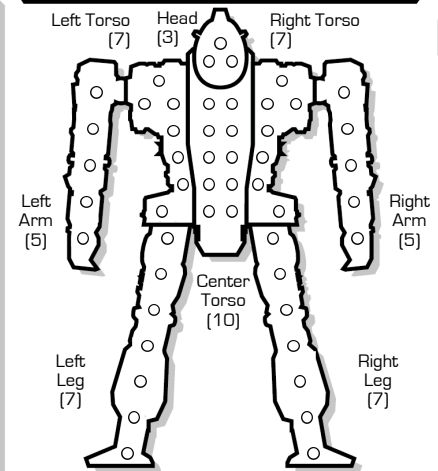
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*		
29		
28*		
27		
26*		
25*		
24*		
23*		
22*		
21		
20*		
19*		
18*		
17*		
16		
15*		
14*		
13*		
12		
11		
10*		
9		
8*		
7		
6		
5*		
4		
3		
2		
1		
0		

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	