

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Spider SDR-7M

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

### Weapons & Equipment Inventory (hexes)

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

BV: 625

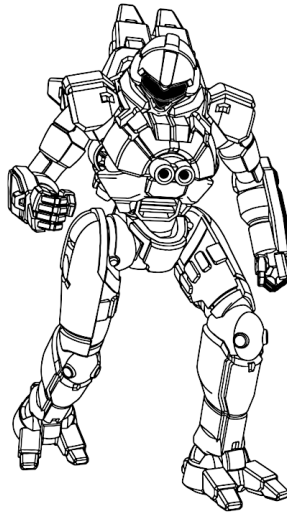


### WARRIOR DATA

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

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

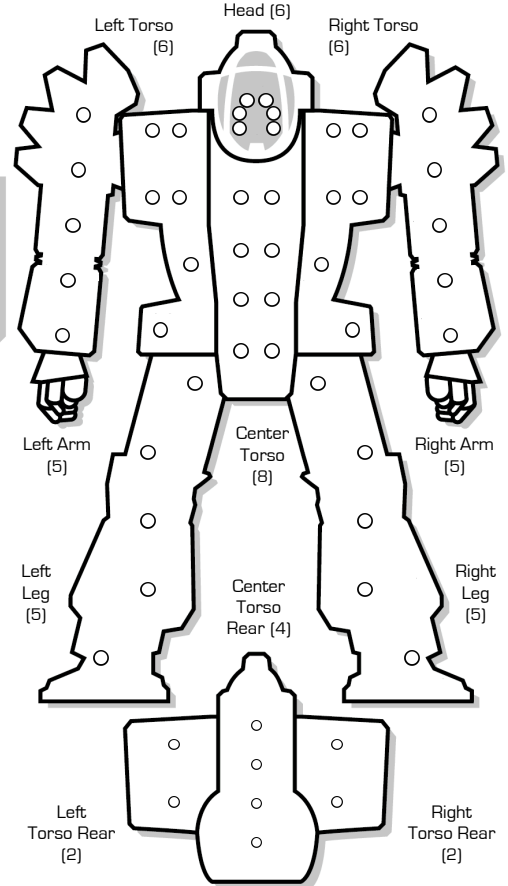
 Consciousness#



Armor Factor - 54

### ARMOR DIAGRAM

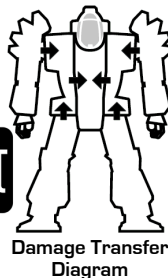
Ferro-Fibrous



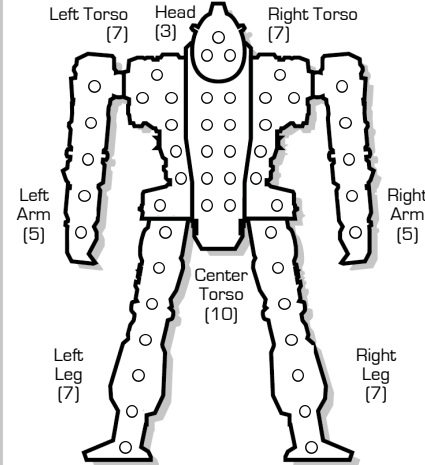
### CRITICAL HIT TABLE

- |   |  |  |
|---|--|--|
| <b>Left Arm</b><br>1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br><b>1-3</b><br>4. Hand Actuator<br>5. Ferro-Fibrous<br>6. Ferro-Fibrous<br><br>1. Ferro-Fibrous<br>2. Ferro-Fibrous<br><b>4-6</b><br>3. Ferro-Fibrous<br>4. Ferro-Fibrous<br>5. Ferro-Fibrous<br>6. Roll Again | <b>Head</b><br>1. Life Support<br>2. Sensors<br>3. Cockpit<br>4. Heat Sink<br>5. Sensors<br>6. Life Support<br><br><b>Center Torso</b><br>1. Fusion Engine<br>2. Fusion Engine<br><b>1-3</b><br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro<br><br>1. Gyro<br>2. Fusion Engine<br><b>4-6</b><br>3. Fusion Engine<br>4. Fusion Engine<br>5. Medium Pulse Laser<br>6. Medium Pulse Laser | <b>Right Arm</b><br>1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br><b>1-3</b><br>4. Hand Actuator<br>5. Ferro-Fibrous<br>6. Ferro-Fibrous<br><br>1. Ferro-Fibrous<br>2. Ferro-Fibrous<br><b>4-6</b><br>3. Ferro-Fibrous<br>4. Ferro-Fibrous<br>5. Ferro-Fibrous<br>6. Roll Again |
| <b>Left Torso</b><br>1. Jump Jet<br>2. Jump Jet<br><b>1-3</b><br>3. Jump Jet<br>4. Jump Jet<br>5. Endo Steel<br>6. Endo Steel<br><br>1. Endo Steel<br>2. Endo Steel<br><b>4-6</b><br>3. Endo Steel<br>4. Endo Steel<br>5. Endo Steel<br>6. Roll Again   | <b>Right Torso</b><br>1. Jump Jet<br>2. Jump Jet<br><b>1-3</b><br>3. Jump Jet<br>4. Jump Jet<br>5. Endo Steel<br>6. Endo Steel<br><br>1. Endo Steel<br>2. Endo Steel<br><b>4-6</b><br>3. Endo Steel<br>4. Endo Steel<br>5. Endo Steel<br>6. Roll Again   | <b>Left Leg</b><br>1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Roll Again<br>6. Roll Again  |

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
28	Ammo Exp. avoid on 8+	Single
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	○

Heat Scale

Overflow
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