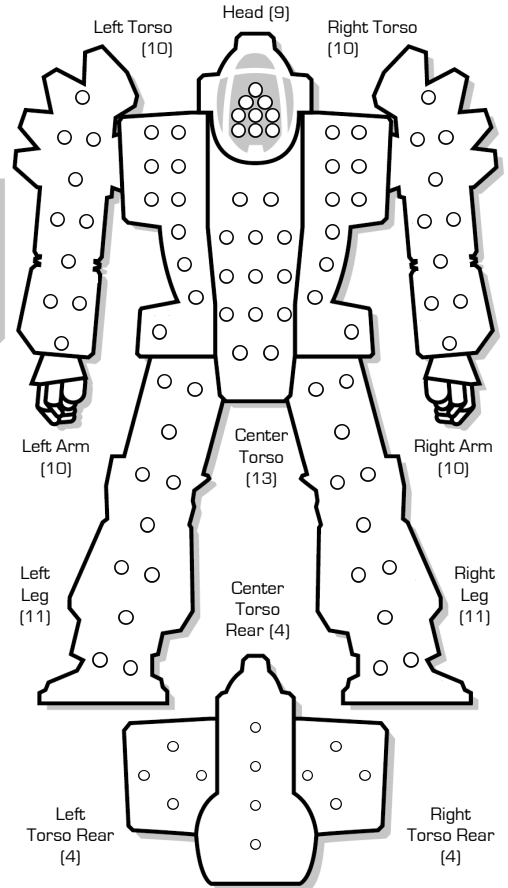


# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 96

### ARMOR DIAGRAM



### 'MECH DATA

Type: Spider SDR-8X

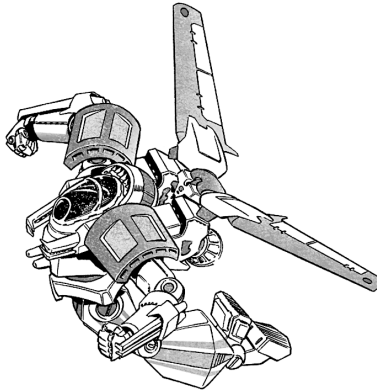
Movement Points: **Tonnage:** 30  
 Walking: 8 **Tech Base:** Inner Sphere  
 Running: 12 **Rules Level:** Experimental  
 Jumping: 8 [10] **Role:** Striker

### 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
1	Partial Wing	LT/RT	0	—	—	—	—	—

BV: 765



### 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>Endo Steel</li> <li>Endo Steel</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</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> | <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Medium Pulse Laser</li> <li>Medium Pulse Laser</li> </ol> | <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>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> | <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Partial Wing</li> <li>Partial Wing</li> <li>Partial Wing</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Partial Wing</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Endo Steel</li> </ol> |
|--|--|---|---|---|
- Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○
- Left Torso**

  - XL Engine
  - XL Engine
  - XL Engine

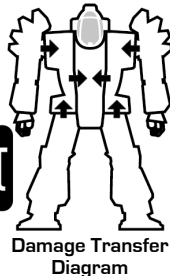
1-3

  - Partial Wing
  - Partial Wing
  - Partial Wing

4-6

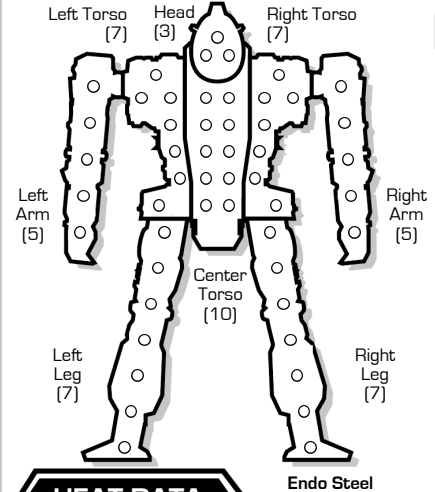
  - Partial Wing
  - Jump Jet
  - Jump Jet
  - Jump Jet
  - Jump Jet
  - Endo Steel
- Left Leg**

  - 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

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

### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [23] 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	○