

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Spider SDR-8K

Movement Points: **Tonnage:** 30
Walking: 8 **Tech Base:** Inner Sphere
Running: 12 **Rules Level:** Standard
Jumping: 8 **Role:** Scout
Engine Type: 240 XL

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	Snub-Nose PPC	CT	10	10/8/5 [DE,V]	—	9	13	15	

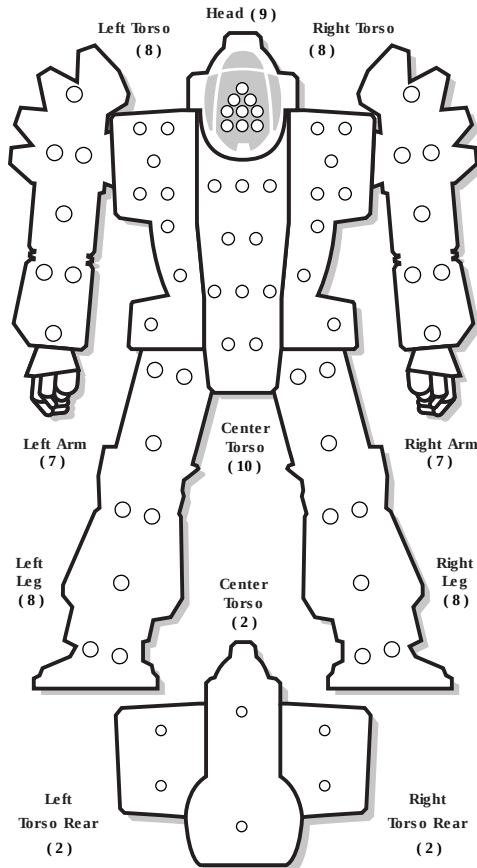
WARRIOR DATA

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

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

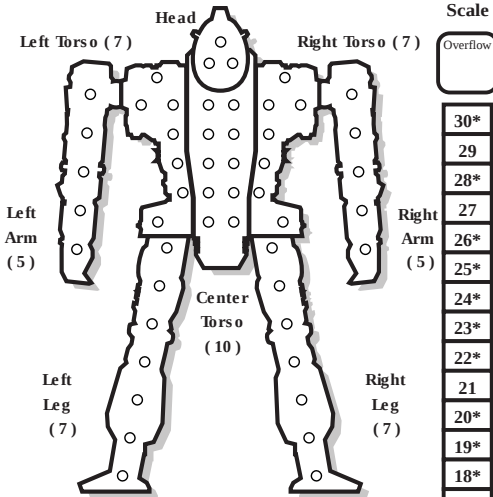
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



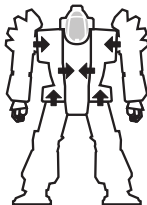
Heat Scale

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

CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. Endo Steel		5. Sensors		5. Endo Steel
	6. Endo Steel		6. Life Support		6. Endo Steel
Left Torso		Center Torso		Right Torso	
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. XL Fusion Engine		3. XL Fusion Engine		3. XL Fusion Engine
	4. Double Heat Sink		4. Compact Gyro		4. Ferro-Fibrous
	5. Double Heat Sink		5. Compact Gyro		5. Ferro-Fibrous
	6. Double Heat Sink		6. XL Fusion Engine		6. Ferro-Fibrous
4-6	1. Jump Jet	4-6	1. XL Fusion Engine	4-6	1. XL Fusion Engine
	2. Jump Jet		2. XL Fusion Engine		2. XL Fusion Engine
	3. Jump Jet		3. Snub-Nose PPC		3. XL Fusion Engine
	4. Jump Jet		4. Snub-Nose PPC		4. Jump Jet
	5. Endo Steel		5. PPC Capacitor		5. Jump Jet
	6. Ferro-Fibrous		6. Endo Steel		6. Jump Jet
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Endo Steel		5. Endo Steel		
	6. Ferro-Fibrous		6. Ferro-Fibrous		
				Damage Transfer Diagram	



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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	