

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Spider SDR-7Kr

Movement Points: 8

Walking: 8

Running: 12

Jumping: 8

Engine Type: 240 Light

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	RT	—	[E]	—	—	—	6
1	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6

BV: 775

WARRIOR DATA

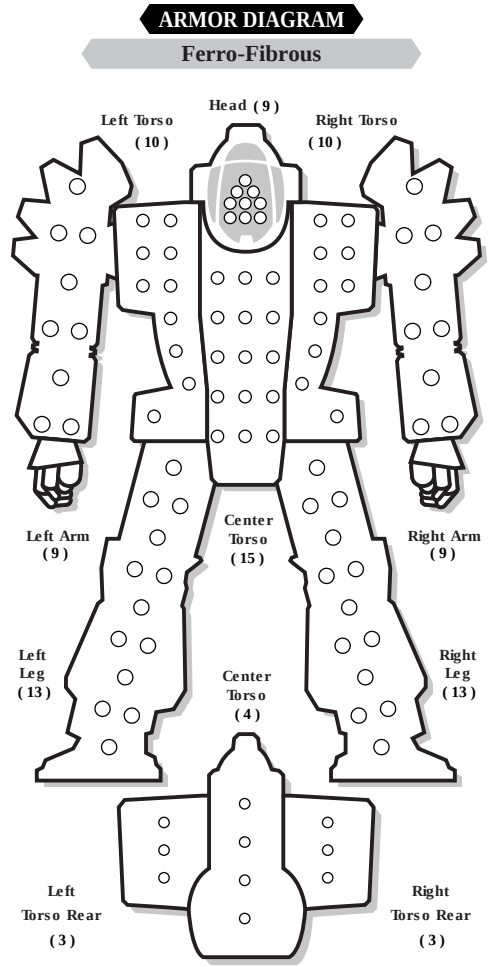
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #



CRITICAL TABLE

Left Arm

1-3

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

5. Ferro-Fibrous

6. Ferro-Fibrous

Center Torso

1-3

1. Light Fusion Engine

2. Light Fusion Engine

3. Light Fusion Engine

4. Gyro

5. Gyro

6. Gyro

Left Torso

1-3

1. Light Fusion Engine

2. Light Fusion Engine

3. Jump Jet

4. Jump Jet

5. Jump Jet

6. Jump Jet

Right Torso

1-3

1. Light Fusion Engine

2. Light Fusion Engine

3. Jump Jet

4. Jump Jet

5. Jump Jet

6. Jump Jet

Left Leg

1-3

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Endo Steel

6. Endo Steel

Right Leg

1-3

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Endo Steel

6. Endo Steel

Head

1-3

1. Life Support

2. Sensors

3. Cockpit

4. Ferro-Fibrous

5. Sensors

6. Life Support

Right Arm

1-3

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

5. Double Heat Sink

6. Double Heat Sink

Center Torso

1-3

1. Double Heat Sink

2. Ferro-Fibrous

3. Ferro-Fibrous

4. Ferro-Fibrous

5. Ferro-Fibrous

6. Ferro-Fibrous

Engine Hits

Gyro Hits

Sensor Hits

Life Support

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel

HEAT DATA

Heat Level* Effects

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

Double Heat Sinks: 10 (20)

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