# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

**Type: Spider SDR-5K**

| Movement Points: | | Tonnage: | 30 |
|---|---|---|---|
| Walking: | 8 | Tech Base: | Inner Sphere 2850 |
| Running: | 12 | | D/X-E-D-D |
| Jumping: | 6 | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Medium Laser | CT | 3 | 5 [DE] | – | 3 | 6 | 9 |
| 1 | Machine Gun | RA | 0 | 2 [DB, AI] | – | 1 | 2 | 3 |
| 1 | Machine Gun | LA | 0 | 2 [DB, AI] | – | 1 | 2 | 3 |

| Ammunition Type | Rounds |
|---|---|
| MG | 200 |

**Cost:** 2,727,140 C-Bills +1,000 (ammo)

**BV:** 503

Weapon Heat (3)
Dissipation (10)

### WARRIOR DATA

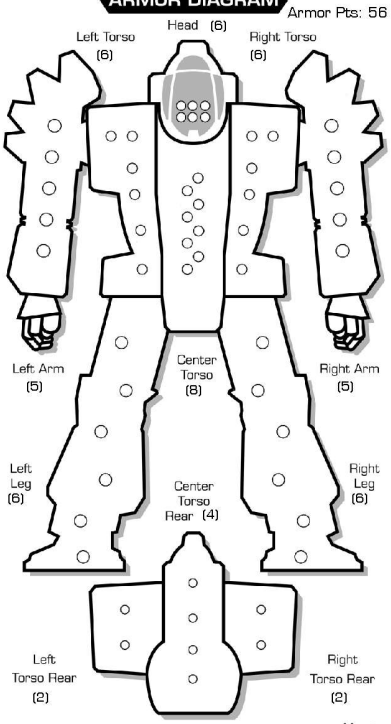
Name:

Gunnery Skill: 4 Piloting Skill: 5

| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### ARMOR DIAGRAM

Armor Pts: 56




### HIT LOCATION CHART

| Roll | Left | Fr/Bk | Right |
|---|---|---|---|
| 2 | LT (C) | CT (C) | RT (C) |
| 3 | LL | RA | RL |
| 4 | LA | RA | RA |
| 5 | LA | RL | RA |
| 6 | LL | RT | RL |
| 7 | LT | CT | RT |
| 8 | CT | LT | CT |
| 9 | RT | LL | LT |
| 10 | RA | LA | LA |
| 11 | RL | LA | LL |
| 12 | HD | HD | HD |

### TO HIT MODIFIERS

| | |
|---|---|
| **Attacker:** | |
| Stationary | +0 |
| Walked | +1 |
| Ran | +2 |
| Jumped | +3 |
| **Damage:** | |
| Sensors | +2 |
| Shoulder | +4 |
| Arm Actuator (Each) | +1 |
| **Target:** | |
| Moved 0-2 hexes | +0 |
| Moved 3-4 hexes | +1 |
| Moved 5-6 hexes | +2 |
| Moved 7-9 hexes | +3 |
| Moved 10-17 hexes | +4 |
| Moved 18-24 hexes | +5 |
| Moved 25+ hexes | +6 |
| Jumped (Additional) | +1 |
| Partial Cover | +1 |
| Prone: | |
| Adjacent | -2 |
| Not Adjacent | +1 |
| **Range:** | |
| Short | +0 |
| Medium | +2 |
| Long | +4 |

### CRITICAL HIT TABLE

#### Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

#### Center Torso

1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Ammo (MG) 200

#### Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

1-3:
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

1-3:
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

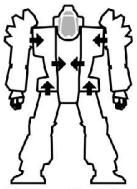
Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

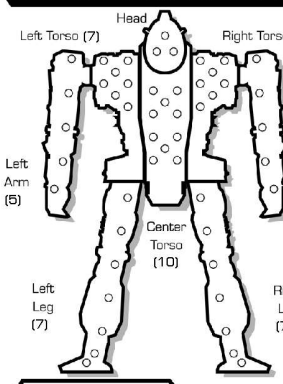
#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again



Damage Transfer Diagram

### 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 Single |
|---|---|---|
| 30 | Shutdown | |
| 28 | Ammo Exp. avoid on 8+ | |
| 26 | Shutdown, avoid on 10+ | O |
| 25 | –5 Movement Points | O |
| 24 | +4 Modifier to Fire | O |
| 23 | Ammo Exp. avoid on 6+ | O |
| 22 | Shutdown, avoid on 8+ | O |
| 20 | –4 Movement Points | O |
| 19 | Ammo Exp. avoid on 4+ | O |
| 18 | Shutdown, avoid on 6+ | O |
| 17 | +3 Modifier to Fire | O |
| 15 | –3 Movement Points | O |
| 14 | Shutdown, avoid on 4+ | O |
| 13 | +2 Modifier to Fire | O |
| 10 | –2 Movement Points | |
| 8 | +1 Modifier to Fire | |
| 5 | –1 Movement Points | |

### PUNCH CHART

| Roll | Left | Fr/Bk | Right |
|---|---|---|---|
| 1 | LT | LA | RT |
| 2 | LT | LT | RT |
| 3 | CT | CT | CT |
| 4 | LA | RT | RA |
| 5 | LA | RA | RA |
| 6 | HD | HD | HD |

### KICK CHART

| Roll | Left | Fr/Bk | Right |
|---|---|---|---|
| 1-3 | LL | RL | RL |
| 4-6 | LL | LL | RL |

### PHYSICAL ATTACKS

| | | | |
|---|---|---|---|
| Punch | +0 | Punch | 1/10t |
| Kick | -2 | Kick | 1/5t |
| *Hatchet | -1 | Std | 1/5t |
| *Sword | -2 | Std | 1/10t |
| *Blade | -2 | Std | 1/10t |

* Add +4 to pick table

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| Turn | Move | Hexes | Mod | Prev | Move | Weap | Other | Total | Sink | Level | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |

### CLUSTER HITS

| Roll | 2 | 3 | 4 | 5 | 6 | 7 | 9 | 10 | 12 | 15 | 20 | 30 | 40 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 2 | 1 | 1 | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 5 | 6 | 10 | 12 |
| 3 | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 4 | 5 | 6 | 10 | 12 |
| 4 | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 6 | 9 | 12 | 18 |
| 5 | 1 | 2 | 2 | 3 | 3 | 4 | 5 | 6 | 8 | 9 | 12 | 18 | 24 |
| 6 | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 8 | 9 | 12 | 18 | 24 |
| 7 | 1 | 2 | 3 | 3 | 4 | 4 | 5 | 6 | 8 | 9 | 12 | 18 | 24 |
| 8 | 2 | 2 | 3 | 3 | 4 | 4 | 5 | 6 | 8 | 9 | 12 | 18 | 24 |
| 9 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 10 | 12 | 16 | 24 | 32 |
| 10 | 2 | 3 | 3 | 4 | 5 | 6 | 7 | 8 | 10 | 12 | 16 | 24 | 32 |
| 11 | 2 | 3 | 4 | 5 | 6 | 7 | 9 | 10 | 12 | 15 | 20 | 30 | 40 |
| 12 | 2 | 3 | 4 | 5 | 6 | 7 | 9 | 10 | 12 | 15 | 20 | 30 | 40 |