

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Spatha SP1-X

Movement Points:

Walking: 6 [7]

Running: 9 [11]

Jumping: 0

Engine Type: 360 XXL

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Skirmisher

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	3	6	9
1	Sword	RA	—	7	—	—	—	—
1	Medium X-Pulse Laser	RT	6	6 [P]	—	3	6	9
1	Laser AMS	CT	7	[PB]	—	1	—	—
1	Medium X-Pulse Laser	HD	6	6 [P]	—	3	6	9
1	Laser							

Ammo: (Streak SRM 6) 15

BV: 2,090



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC
- ER PPC

1-3

- ER PPC
- PPC Capacitor
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak SRM 6) 15
- Reflective

4-6

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- Reflective
- Reflective
- Reflective
- Triple Strength Myomer
- Triple Strength Myomer
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Triple Strength Myomer

Head

- Life Support
- Sensors
- Cockpit
- Medium X-Pulse Laser
- Sensors
- Life Support

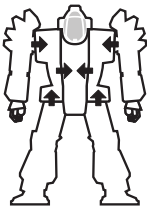
Center Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Sword
- Sword

1-3

- Sword
- Sword
- Reflective
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- Medium X-Pulse Laser
- Reflective
- Reflective
- Reflective
- Triple Strength Myomer
- Triple Strength Myomer

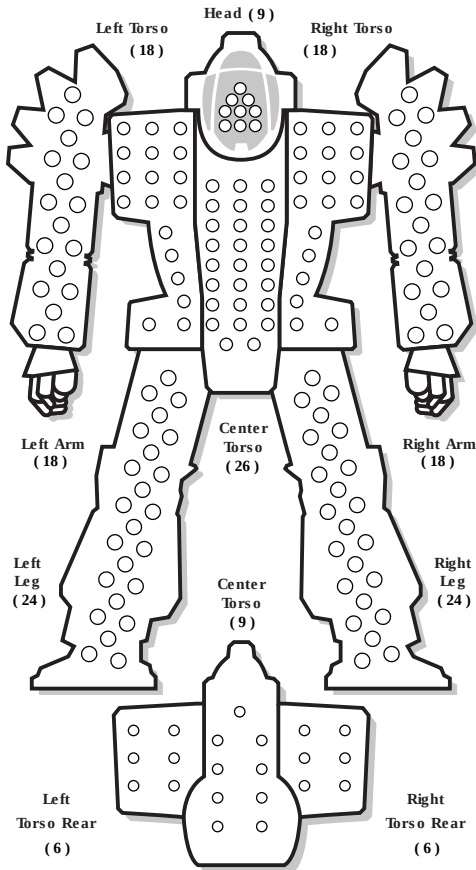
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Triple Strength Myomer

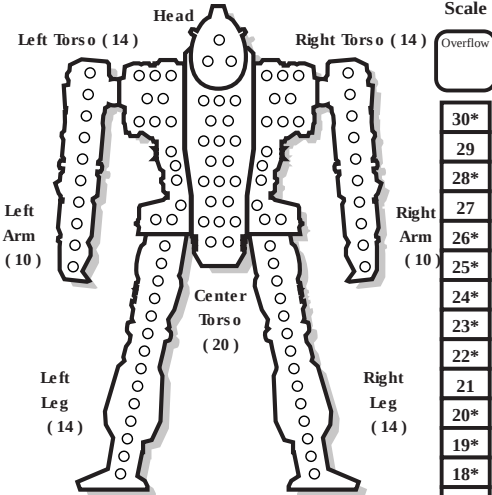
ARMOR DIAGRAM

Reflective



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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	○○○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
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22*
21
20*
19*
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3
2
1
0