

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Spector SPR-6F

Movement Points:

Walking: 8

Running: 12

Jumping: 8

Engine Type: 280 XL

Tonnage: 35

Tech Base: Mixed

Rules Level: Advanced

Role: Striker

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
2	Imp. Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9
1	Medium VSP Laser	RA	7	9/7/5 [P,V]	—	2	5	9
1	Targeting Computer (IS)	RT	—	[E]	—	—	—	—
1	ER Small Laser (IS)	HD	2	3 [DE]	—	2	4	5

BV: 1,476



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Imp. Heavy Medium Laser [Clan]
- Imp. Heavy Medium Laser [Clan]

- Imp. Heavy Medium Laser [Clan]
- Imp. Heavy Medium Laser [Clan]
- Endo Steel
- Endo Steel
- Reflective
- Reflective

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Reflective
- Reflective
- Reflective
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- ER Small Laser
- Endo Steel

1-3

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium VSP Laser
- Medium VSP Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Reflective
- Reflective

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Targeting Computer

1-3

- Targeting Computer
- Endo Steel
- Reflective
- Reflective
- Reflective
- Roll Again

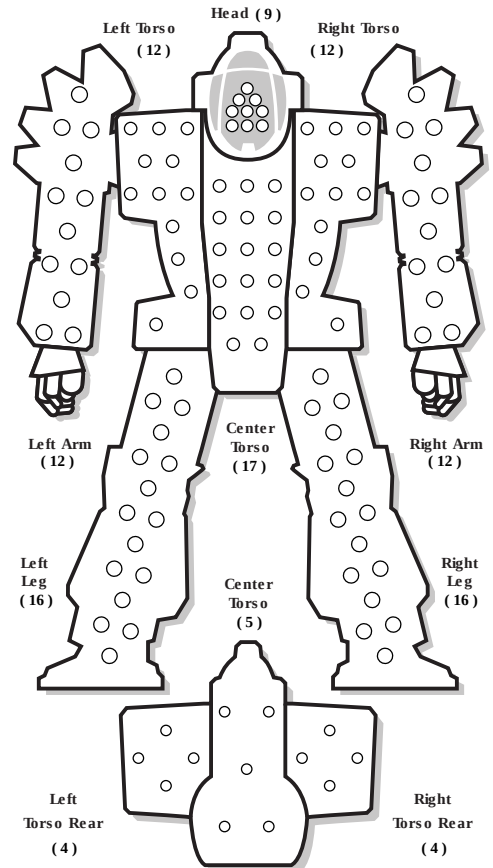
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

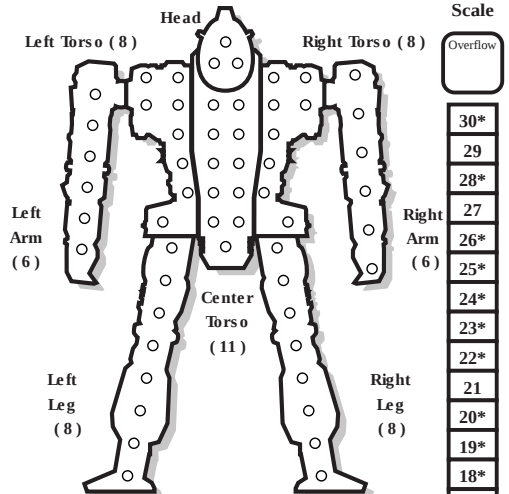
ARMOR DIAGRAM

Reflective



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