

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Archer ARC-2Rb

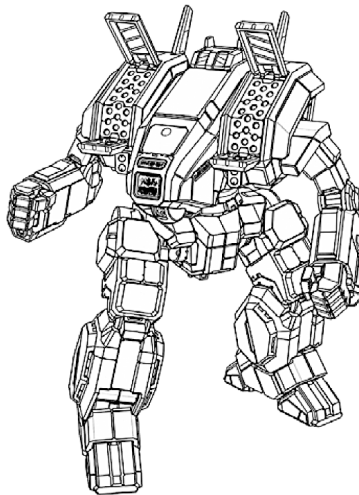
Movement Points: **Tonnage:** 70  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Rules Level:** Standard  
 Jumping: 0 **Role:** Missile Boat

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

  
 Consciousness#



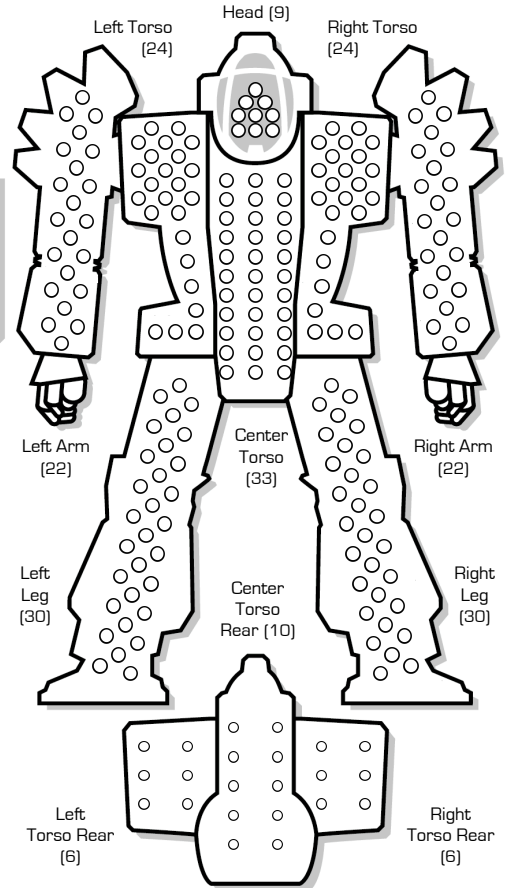
**Weapons & Equipment Inventory** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT (R)	3	5	—	3	6	9
1	LRM 20 w/ Artemis IV FCS	RT	6	1/Msl	6	7	14	21
1	LRM 20 w/ Artemis IV FCS	LT	6	1/Msl	6	7	14	21
1	Medium Laser	RA	3	5	—	3	6	9
1	Medium Laser	LA	3	5	—	3	6	9

BV: 1,705



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

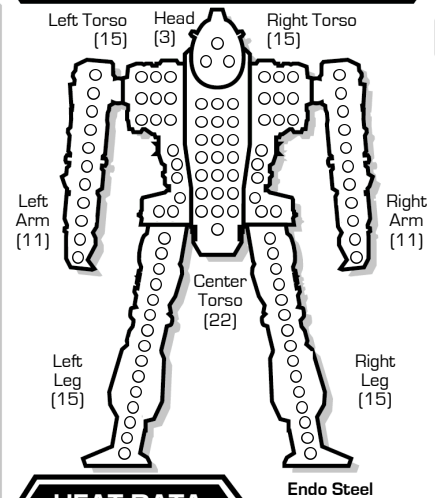
<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Medium Laser</li> <li>Endo Steel</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p><b>4-6</b></p>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>1-3</b></p>	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Medium Laser</li> <li>Endo Steel</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p><b>4-6</b></p>	<p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p><b>1-3</b></p>	<p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>LRM 20</li> <li>LRM 20</li> <li>LRM 20</li> <li>LRM 20</li> <li>LRM 20</li> <li>Artemis IV FCS</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Ammo (LRM 20 Artemis IV) 6</li> <li>Ammo (LRM 20 Artemis IV) 6</li> <li>Ammo (LRM 20 Artemis IV) 6</li> <li>CASE</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p>	<p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>LRM 20</li> <li>LRM 20</li> <li>LRM 20</li> <li>LRM 20</li> <li>LRM 20</li> <li>Artemis IV FCS</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Ammo (LRM 20 Artemis IV) 6</li> <li>Ammo (LRM 20 Artemis IV) 6</li> <li>Ammo (LRM 20 Artemis IV) 6</li> <li>CASE</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p>	<p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
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Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

**CATALYST** game labs

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] Double
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

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	○
5*	○
4	○
3	○
2	○
1	○
0	○