

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-2S

Movement Points: **Tonnage:** 70
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Introductory
 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#

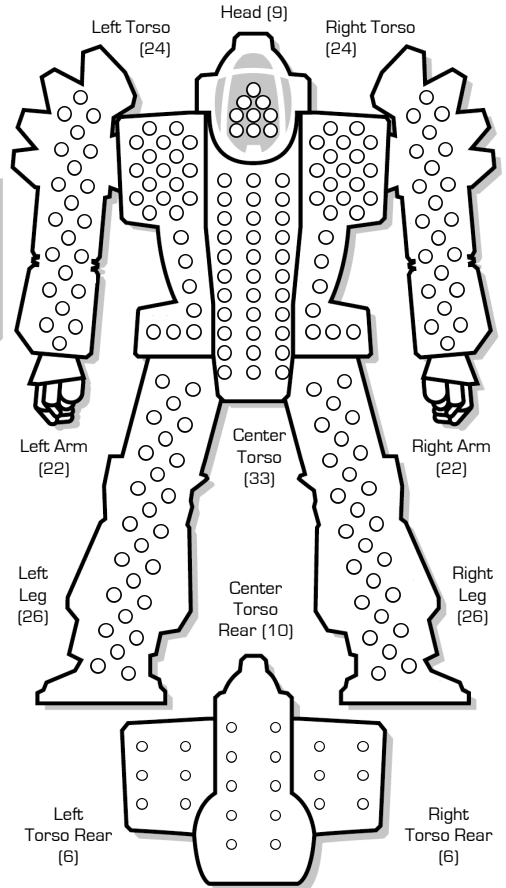


Weapons & Equipment Inventory		(hexes)						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT (R)	3	5	—	3	6	9
1	LRM 15	RT	5	1/Msl	6	7	14	21
1	SRM 4	RT	3	2/Msl	—	3	6	9
1	LRM 15	LT	5	1/Msl	6	7	14	21
1	SRM 4	LT	3	2/Msl	—	3	6	9
1	Medium Laser	RA	3	5	—	3	6	9
1	Medium Laser	LA	3	5	—	3	6	9

BV: 1,393



ARMOR DIAGRAM



CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Medium Laser Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support 	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	<p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine <p>1-3</p> <ol style="list-style-type: none"> Gyro Gyro Gyro <p>4-6</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Medium Laser (R) Medium Laser (R) 	<p>Right Torso</p> <ol style="list-style-type: none"> LRM 15 LRM 15 LRM 15 SRM 4 Ammo (LRM 15) 8 Ammo (LRM 15) 8 <p>1-3</p> <ol style="list-style-type: none"> Ammo (SRM 4) 25 Roll Again Roll Again Roll Again Roll Again Roll Again
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Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Damage Transfer Diagram

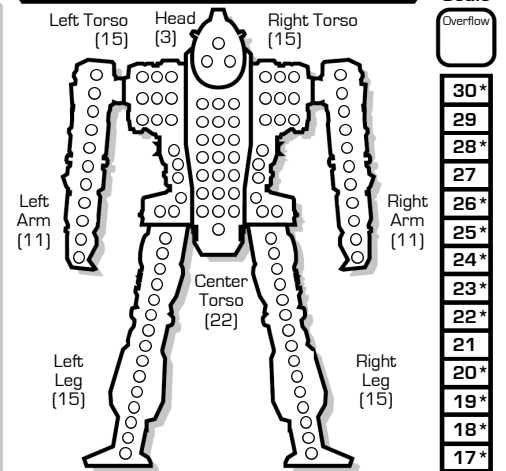
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
28	Ammo Exp. avoid on 8+	Single
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*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
5*
4
3
2
1
0