

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-4M

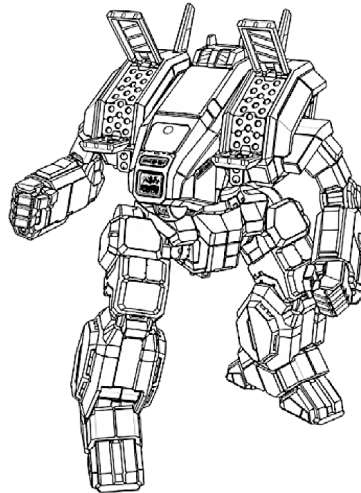
Movement Points: **Tonnage:** 70
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** Missile Boat

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

 Consciousness#



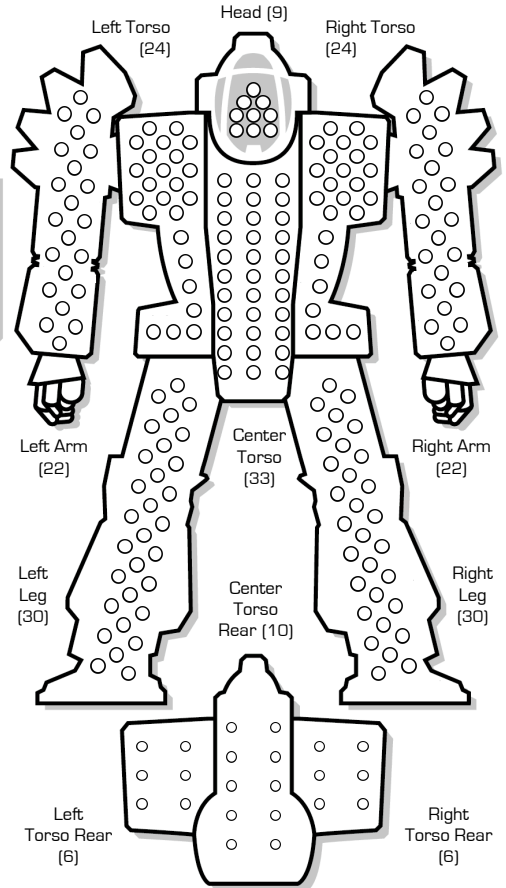
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	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>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p>	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p>	<p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p>	<p>Right Torso</p> <ol style="list-style-type: none"> LRM 20 LRM 20 LRM 20 LRM 20 LRM 20 Artemis IV FCS <p>1-3</p> <ol style="list-style-type: none"> Ammo (LRM 20 Artemis IV) 6 Ammo (LRM 20 Artemis IV) 6 CASE Roll Again Roll Again Roll Again <p>4-6</p>
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Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

1-3

- Ammo (LRM 20 Artemis IV) 6
- Ammo (LRM 20 Artemis IV) 6
- CASE
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

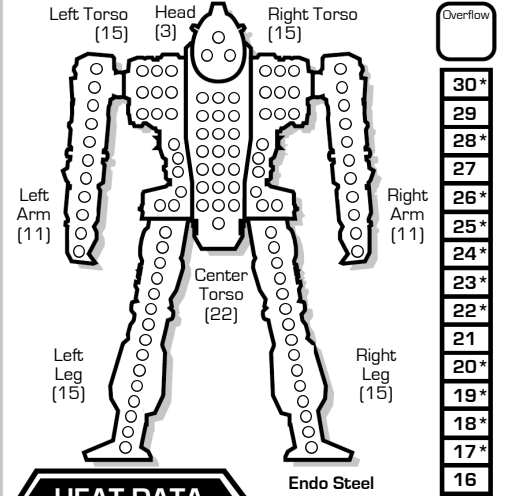
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

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

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 [20]
28	Ammo Exp. avoid on 8+	Double ○
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