

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Archer ARC-5S

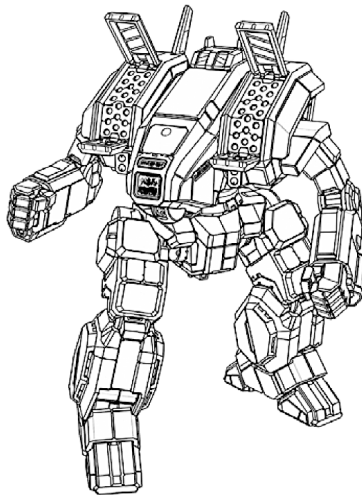
Movement Points: **Tonnage:** 70  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Rules Level:** Standard  
 Jumping: 0 **Role:** Missile Boat

### WARRIOR DATA

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

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

  
 Consciousness#



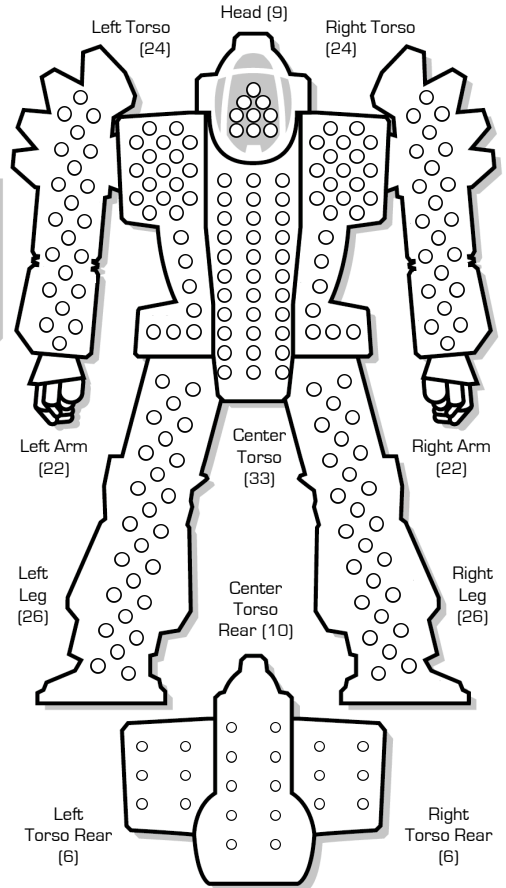
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT (R)	4	6	—	2	4	6
1	LRM 15	RT	5	1/Msl	6	7	14	21
1	LRM 15	LT	5	1/Msl	6	7	14	21
1	Narc Missile Beacon	RT	0	—	3	6	9	
1	Medium Pulse Laser	RA	4	6	—	2	4	6
1	Streak SRM 2	RA	2	2/Msl	—	3	6	9
1	Medium Pulse Laser	LA	4	6	—	2	4	6
1	Streak SRM 2	LA	2	2/Msl	—	3	6	9

BV: 1,353



### ARMOR DIAGRAM



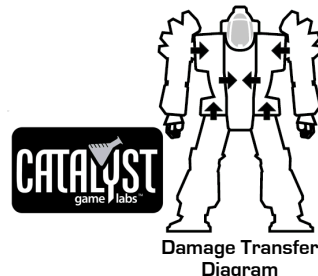
### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Streak SRM 2
  - Medium Pulse Laser
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Left Torso**
- XL Engine
  - XL Engine
  - XL Engine
  - LRM 15
  - LRM 15
  - LRM 15
- 1-3**
- Narc Missile Beacon
  - Narc Missile Beacon
  - Ammo (LRM 15) 8
  - Ammo (Streak SRM 2) 50
  - Ammo (Narc Homing) 6
  - CASE
- 4-6**

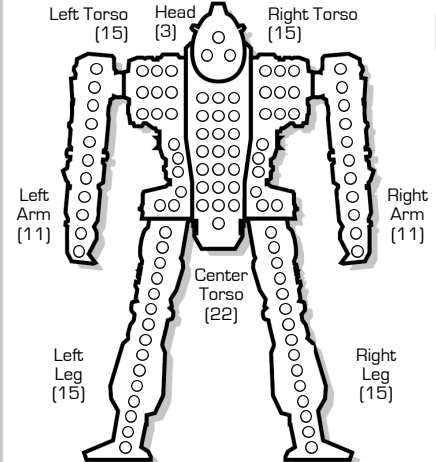
- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Center Torso**
- XL Engine
  - XL Engine
  - XL Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - XL Engine
  - XL Engine
  - XL Engine
  - Medium Pulse Laser (R)
  - Medium Pulse Laser (R)
- 4-6**

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

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Streak SRM 2
  - Medium Pulse Laser
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Right Torso**
- XL Engine
  - XL Engine
  - XL Engine
  - LRM 15
  - LRM 15
  - LRM 15
- 1-3**
- Ammo (LRM 15) 8
  - Ammo (LRM 15) 8
  - Ammo (LRM 15) 8
  - Ammo (Streak SRM 2) 50
  - CASE
  - Roll Again
- 4-6**



### 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

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	○