

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-5W

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#



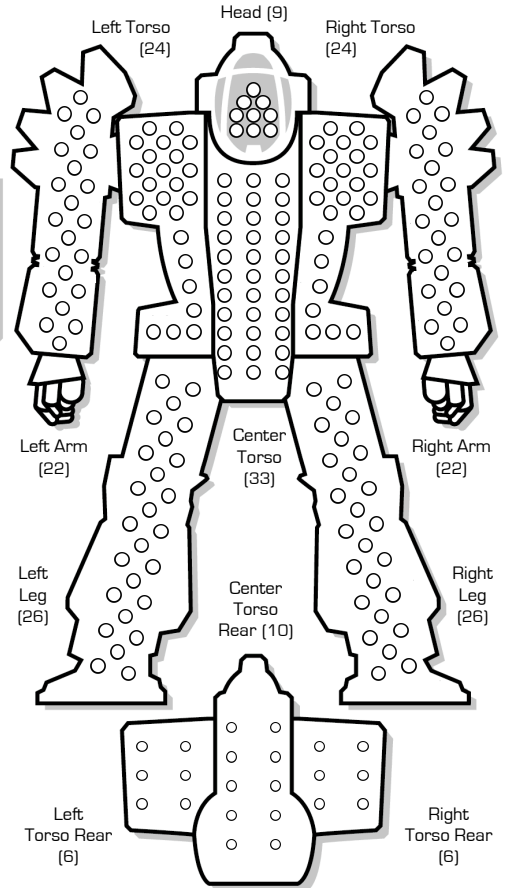
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Narc Missile Beacon	CT	0	—	—	3	6	9
1	LRM 20	RT	6	1/Msl	6	7	14	21
1	LRM 20	LT	6	1/Msl	6	7	14	21
1	SRM 4	RA	3	2/Msl	—	3	6	9
1	SRM 4	LA	3	2/Msl	—	3	6	9

BV: 1,337



ARMOR DIAGRAM



CRITICAL HIT TABLE

<h4>Left Arm</h4> <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 SRM 4 Ammo (SRM 4) 25 <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL 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 XL Engine XL Engine XL Engine [Narc Missile Beacon [Narc Missile Beacon 	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator SRM 4 Ammo (SRM 4) 25 <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Right Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine LRM 20 LRM 20 LRM 20 <p>1-3</p> <ol style="list-style-type: none"> LRM 20 LRM 20 Ammo (Narc Homing) 6 Ammo (LRM 20) 6 Ammo (LRM 20) 6 CASE <p>4-6</p>
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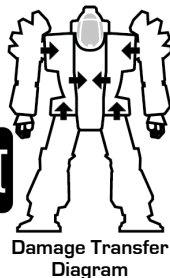
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

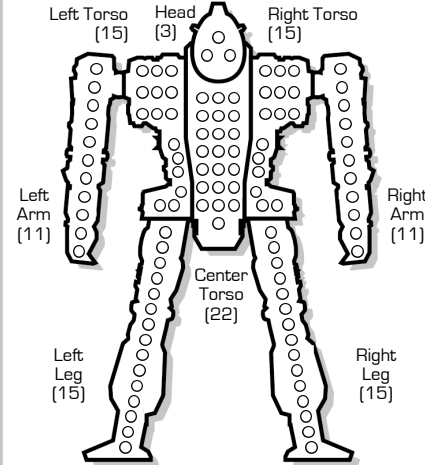
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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: 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	