

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Archer ARC-7C

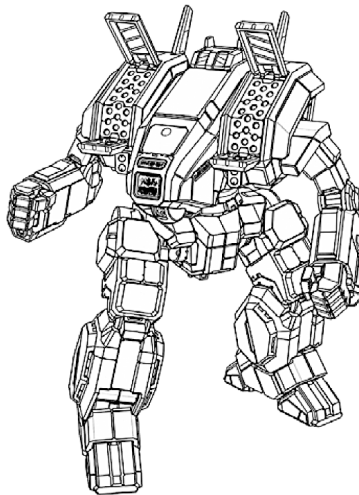
Movement Points: **Tonnage:** 70  
 Walking: 5 **Tech Base:** Mixed  
 Running: 8 **Rules Level:** Standard  
 Jumping: 0 **Role:** Missile Boat

### WARRIOR DATA

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

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

  
 Consciousness#

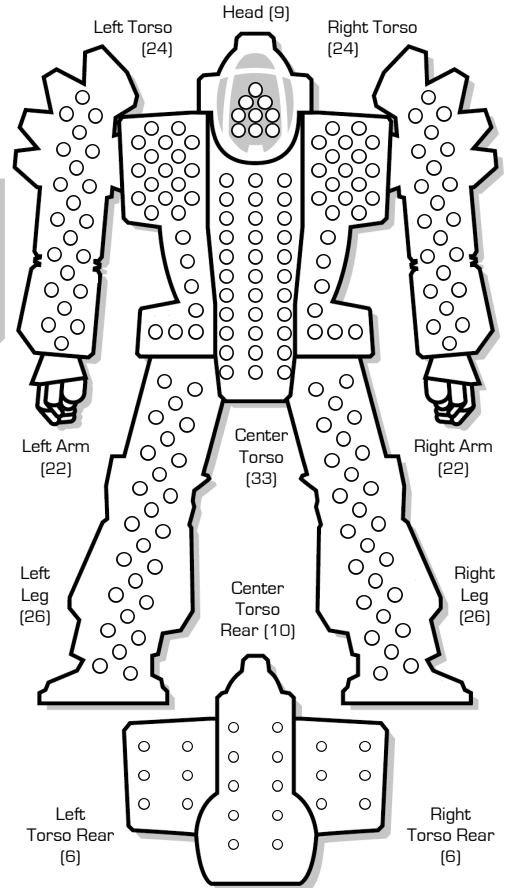


Weapons & Equipment Inventory (hexes)							
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med Lng
1	Targeting Computer	H	0	—	—	—	—
2	ER Medium Laser (C)	CT (R)	5	7	—	5	10 15
1	LRM 20 w/ Artemis V FCS (C)	RT	6	1/Msl	—	7	14 21
1	LRM 20 w/ Artemis V FCS (C)	LT	6	1/Msl	—	7	14 21
1	ER Medium Laser (C)	RA	5	7	—	5	10 15
1	ER Medium Laser (C)	LA	5	7	—	5	10 15

BV: 2,408



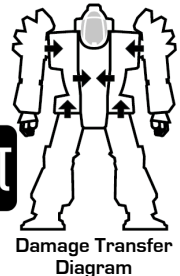
### ARMOR DIAGRAM



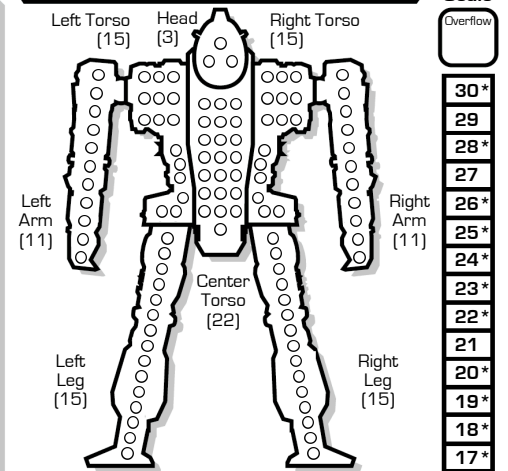
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Targeting Computer	5. Sensors	6. Life Support
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser (C)	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser (C)	6. Roll Again
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 20 (C)	5. LRM 20 (C)	6. LRM 20 (C)
<b>Right Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. LRM 20 (C)	5. LRM 20 (C)	6. LRM 20 (C)
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 [28]
30	Shutdown	Double ○○
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 Level	Effects
30*	Overflow
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	