

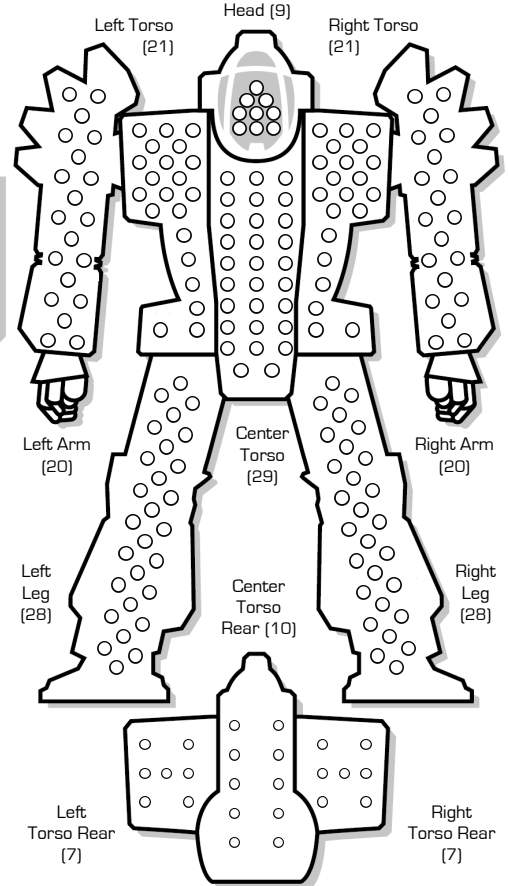
# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 200

### ARMOR DIAGRAM

Stealth



### 'MECH DATA

Type: Archer ARC-7L

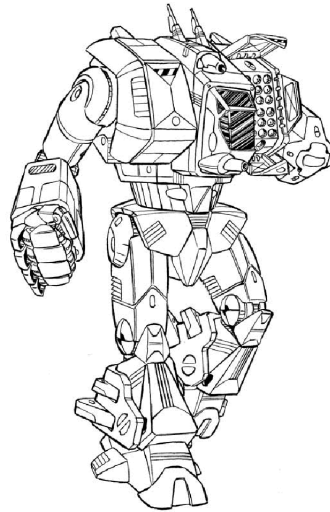
Movement Points: **Tonnage:** 70  
 Walking: 3 **Tech Base:** Inner Sphere  
 Running: 5 **Rules Level:** Standard  
 Jumping: 3 **Role:** Missile Boat

### 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	ER Medium Laser	H	5	5	—	4	8	12
1	ER Medium Laser	CT	5	5	—	4	8	12
1	LRM 20	RT	6	1/Msl	6	7	14	21
1	LRM 20	LT	6	1/Msl	6	7	14	21
1	Guardian ECM Suite	LA	0	—	—	—	—	6

BV: 1,881

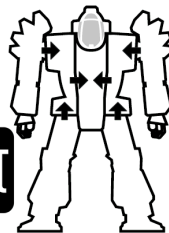


### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - 1-3 Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- Center Torso**
- Double Heat Sink
  - Double Heat Sink
  - Guardian ECM Suite
  - Guardian ECM Suite
  - Stealth
  - Stealth
- Left Torso**
- Jump Jet
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
- Right Torso**
- Jump Jet
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Stealth
  - Stealth

- Head**
- Life Support
  - Sensors
  - Cockpit
  - ER Medium Laser
  - Sensors
  - Life Support
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Double Heat Sink
  - Double Heat Sink
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- Right Arm**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Stealth
  - Stealth
- Right Torso**
- Jump Jet
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20

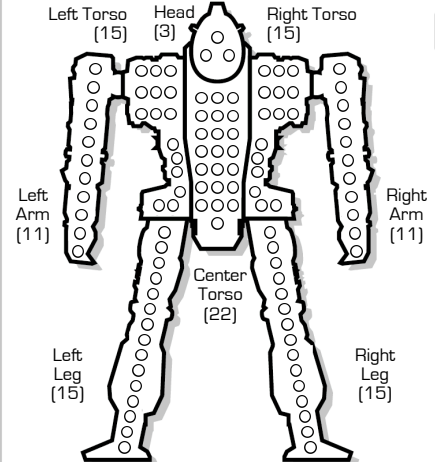
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



Damage Transfer Diagram

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Stealth
  - Stealth

### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
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		

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 [24]
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	