

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-7S

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

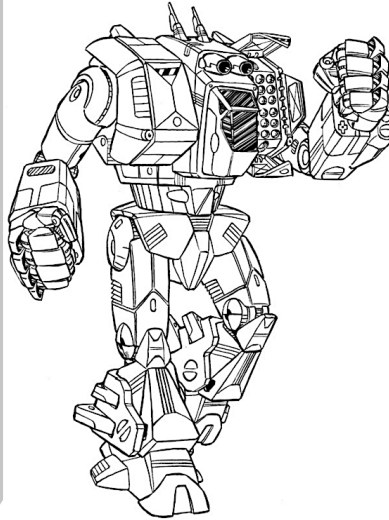
1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#

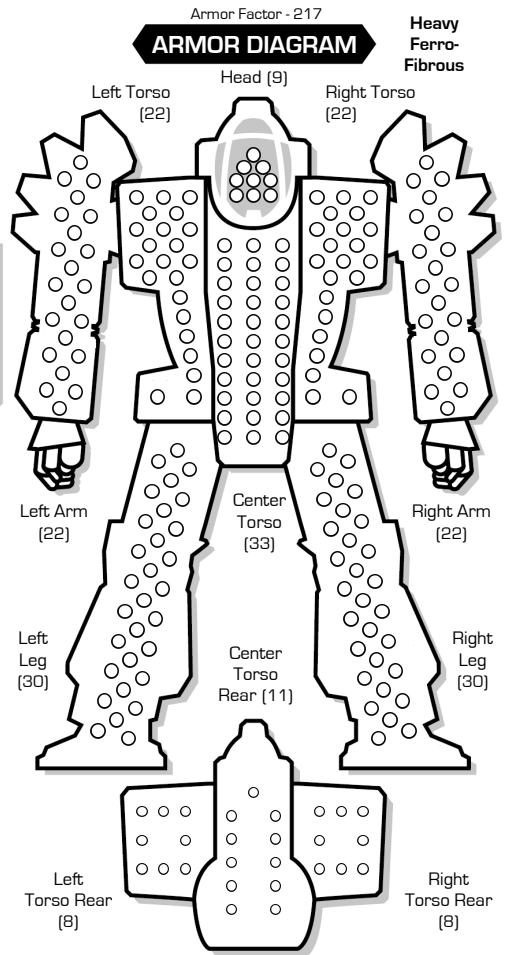
Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	H (R)	2	3	—	1	2	3
1	ER Medium Laser	CT	5	5	—	4	8	12
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	Streak SRM 2	RA	2	2/Msl	—	3	6	9
1	Streak SRM 2	LA	2	2/Msl	—	3	6	9

BV: 1,658



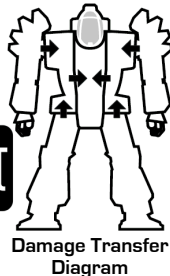
ARMOR DIAGRAM



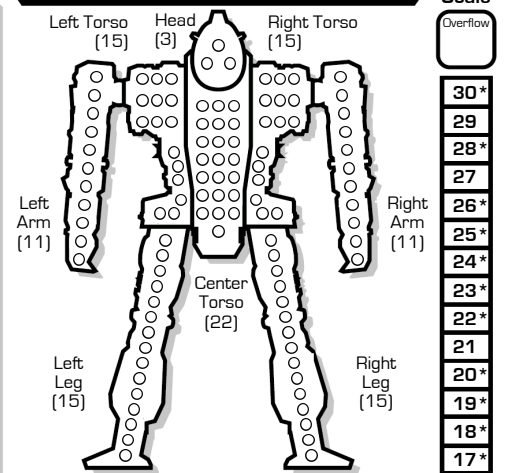
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. Small Pulse Laser (R)	5. Sensors	6. Life Support
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Streak SRM 2	5. Heavy Ferro-Fibrous	6. Heavy Ferro-Fibrous
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Streak SRM 2	5. Heavy Ferro-Fibrous	6. Heavy Ferro-Fibrous
Center Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Light Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. LRM 20	4. LRM 20	5. LRM 20	6. LRM 20
Right Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. LRM 20	4. LRM 20	5. LRM 20	6. LRM 20
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heavy Ferro-Fibrous	6. Heavy Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heavy Ferro-Fibrous	6. Heavy Ferro-Fibrous

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



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
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