

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-9R

Movement Points: **Tonnage:** 70

Walking: 4 **Tech Base:** Inner Sphere


Running: 6 **Rules Level:** Standard

Jumping: 0 **Role:** Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C3 Slave	CT	0	—	—	—	—	—
1	Extended LRM 15	RT	8	1/Msl	10	12	22	38
1	Extended LRM 15	LT	8	1/Msl	10	12	22	38
1	ER Medium Laser	RA	5	5	—	4	8	12
1	ER Medium Laser	LA	5	5	—	4	8	12

BV: 1,668



WARRIOR DATA

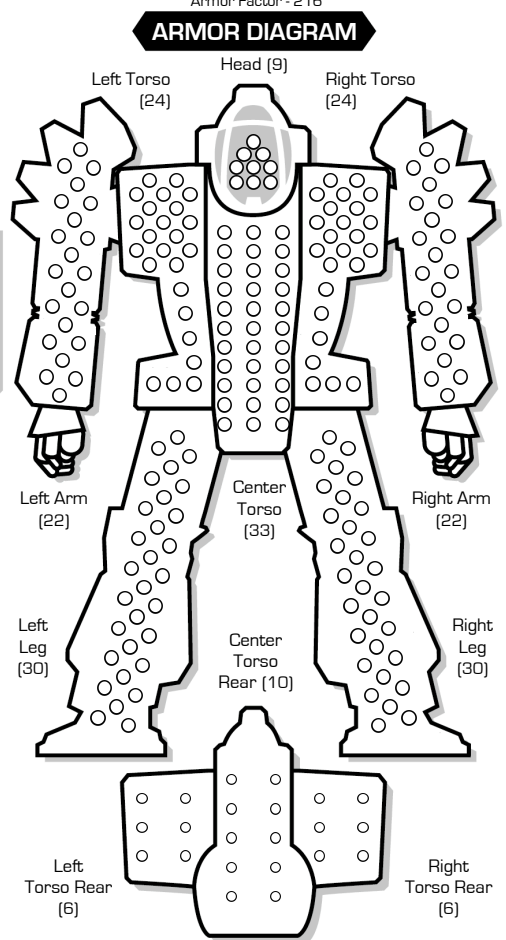
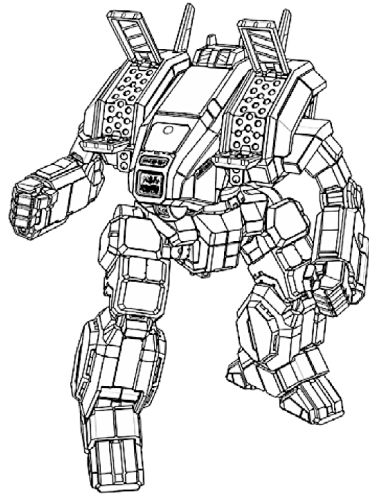
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken

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

Consciousness#



CRITICAL HIT TABLE

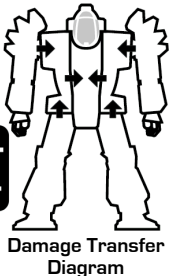
Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. Endo Steel
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. Extended LRM 15	4. Extended LRM 15	5. Extended LRM 15	6. Extended LRM 15
Right Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Extended LRM 15	4. Extended LRM 15	5. Extended LRM 15	6. Extended LRM 15
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	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 ○



CATALYST game labs

INTERNAL STRUCTURE DIAGRAM

Heat Sink

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

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	○