

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Archer C

Movement Points: **Tonnage:** 70  
 Walking: 4 **Tech Base:** Mixed  
 Running: 6 **Rules Level:** Experimental  
 Jumping: 0 **Role:** Missile Boat

### WARRIOR DATA

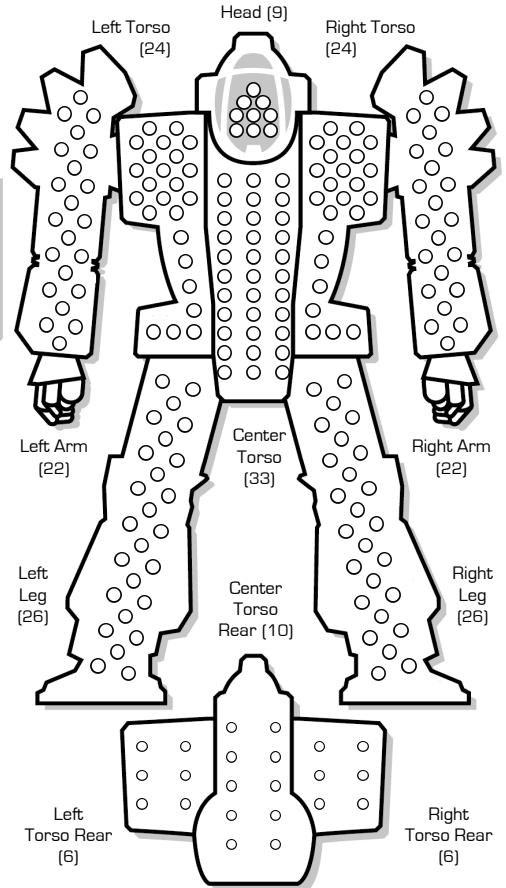
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

  
 Consciousness#



### ARMOR DIAGRAM



### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser (C)	CT (R)	5	7	—	5	10	15
1	LRM 20 (C)	RT	6	1/Msl	—	7	14	21
1	LRM 20 (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: 1,883



### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3**
- Hand Actuator
  - ER Medium Laser (C)
  - Heat Sink
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- Left Torso (CASE)**
- Heat Sink
  - LRM 20 (C)
  - LRM 20 (C)
  - LRM 20 (C)
  - LRM 20 (C)
  - Ammo (LRM 20) 6 (C)
- 1-3**
- Ammo (LRM 20) 6 (C)
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

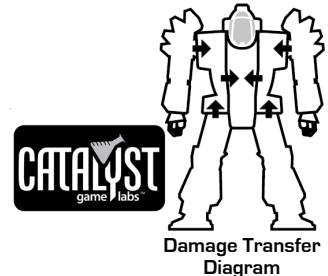
- Head**
- Life Support
  - Sensors
  - Cockpit
  - Heat Sink
  - Sensors
  - Life Support
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - ER Medium Laser (R) (C)
  - ER Medium Laser (R) (C)

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

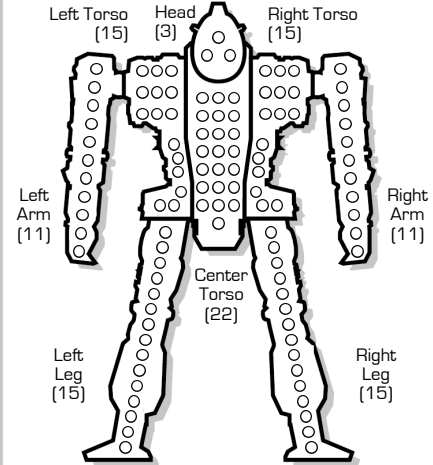
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - ER Medium Laser (C)
  - Heat Sink
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- Right Torso (CASE)**
- Heat Sink
  - LRM 20 (C)
  - LRM 20 (C)
  - LRM 20 (C)
  - LRM 20 (C)
  - Ammo (LRM 20) 6 (C)
- 1-3**
- Ammo (LRM 20) 6 (C)
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
20		20
30	Shutdown	Single
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

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