

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer C 2

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Clan

Rules Level: Standard

Role: Brawler

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	4	8	12
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12

Ammo: (LRM 20 Artemis) 36, (Streak SRM 4) 50

BV: 1,924



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- Streak SRM 4

1-3

- Ammo (Streak SRM 4) 25
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS
- Streak SRM 4

1-3

- Ammo (Streak SRM 4) 25
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Ferro-Fibrous
- Ferro-Fibrous

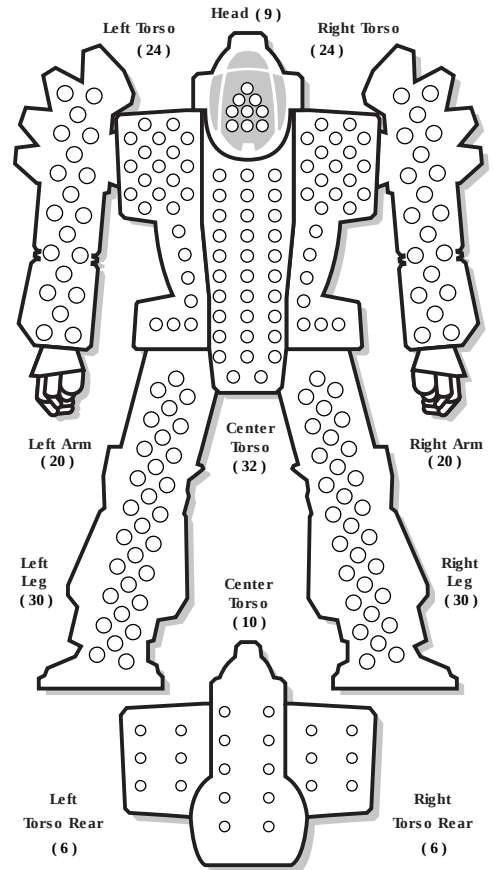
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

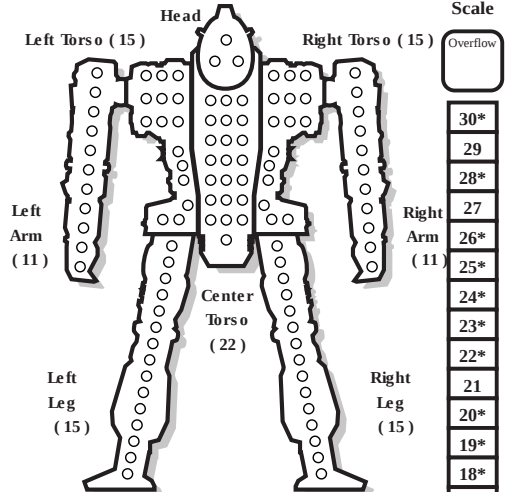
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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	○○○