

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Archer ARC-5S

Movement Points: Tonnage: 70
Walking: 4 Tech Base: Inner Sphere
Running: 6 Rules Level: Standard
Jumping: 0 Role: Missile Boat
Engine Type: 280 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Streak SRM 2	LA	2	2/Msl [M,C]	—	3	6	9
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Streak SRM 2	RA	2	2/Msl [M,C]	—	3	6	9
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	Narc	LT	—	[M]	—	3	6	9
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
2	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6

Ammo: (LRM 15 Narc) 32, (Narc) 6, (Streak SRM 2) 100

BV: 1,353



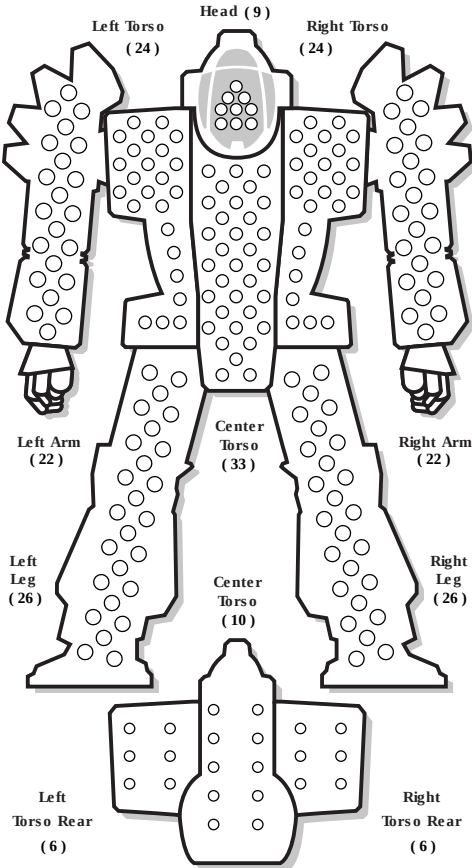
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

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

ARMOR DIAGRAM

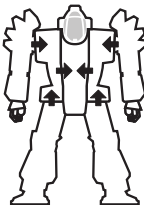
Standard Armor



CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. Medium Pulse Laser		5. Sensors		5. Medium Pulse Laser
	6. Streak SRM 2		6. Life Support		6. Streak SRM 2
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. Roll Again	4-6	1. XL Fusion Engine	4-6	1. Roll Again
	2. Roll Again		2. XL Fusion Engine		2. Roll Again
	3. Roll Again		3. XL Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Engine Hits		Right Leg	
4-6	1. [Narc	1-3	1. Gyro	1-3	1. Ammo (LRM 15 Narc) 8
	2. [Narc		2. XL Fusion Engine		2. Ammo (LRM 15 Narc) 8
	3. Ammo (Narc) 6		3. XL Fusion Engine		3. Ammo (LRM 15 Narc) 8
	4. Ammo (LRM 15 Narc) 8		4. LRM 15		4. Ammo (Streak SRM 2) 50
	5. Ammo (Streak SRM 2) 50		5. LRM 15		5. CASE
	6. CASE		6. LRM 15		6. Roll Again
Left Leg		Engine Hits		Right Leg	
1-3	1. Hip	1-3	1. XL Fusion Engine	1-3	1. Hip
	2. Upper Leg Actuator		2. XL Fusion Engine		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. XL Fusion Engine		3. Lower Leg Actuator
	4. Foot Actuator		4. LRM 15		4. Foot Actuator
	5. Roll Again		5. LRM 15		5. Roll Again
	6. Roll Again		6. LRM 15		6. Roll Again
Right Leg		Gyro Hits		Left Torso (CASE)	
4-6	1. Hip	4-6	1. XL Fusion Engine	4-6	1. XL Fusion Engine
	2. Upper Leg Actuator		2. XL Fusion Engine		2. XL Fusion Engine
	3. Lower Leg Actuator		3. XL Fusion Engine		3. XL Fusion Engine
	4. Foot Actuator		4. LRM 15		4. LRM 15
	5. Roll Again		5. LRM 15		5. LRM 15
	6. Roll Again		6. LRM 15		6. LRM 15

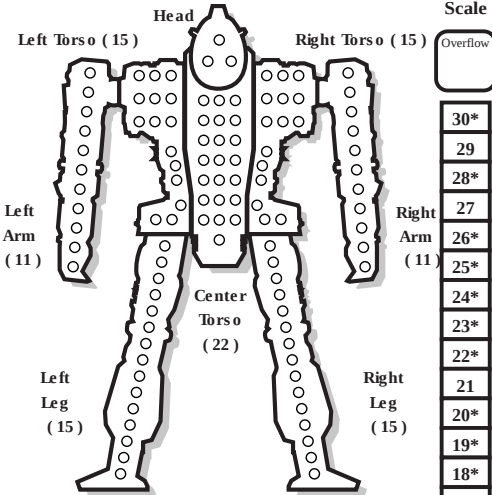
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Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

Overflow

30*
29
28*
27
26*
25*
24*
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19*
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