

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-7C

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 350 XL

Tonnage: 70

Tech Base: Mixed

Rules Level: Advanced

Role: Missile Boat

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	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
	(C)							
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
	(C)							
1	LRM 20 (C)	LT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 (C)	RT	6	1/Msl [M,C,S]	—	7	14	21
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
	(C) (R)							
1	Targeting Computer	HD	—	[E]	—	—	—	—
	(IS)							

Ammo: (LRM 20 Artemis V) 24

BV: 2,227



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser [Clan]
- Roll Again

1-3

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

4-6

Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 20 [Clan]
- LRM 20 [Clan]
- LRM 20 [Clan]
- LRM 20 [Clan]
- Artemis V FCS [Clan]
- Artemis V FCS [Clan]
- Ammo (LRM 20 Artemis V) 6
- Ammo (LRM 20 Artemis V) 6
- CASE II

1-3

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Targeting Computer
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser [Clan] (R)
- ER Medium Laser [Clan] (R)

1-3

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser [Clan]
- Roll Again

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

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 20 [Clan]
- LRM 20 [Clan]
- LRM 20 [Clan]
- LRM 20 [Clan]
- Artemis V FCS [Clan]
- Artemis V FCS [Clan]
- Ammo (LRM 20 Artemis V) 6
- Ammo (LRM 20 Artemis V) 6
- CASE II

1-3

4-6

Right Leg

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

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

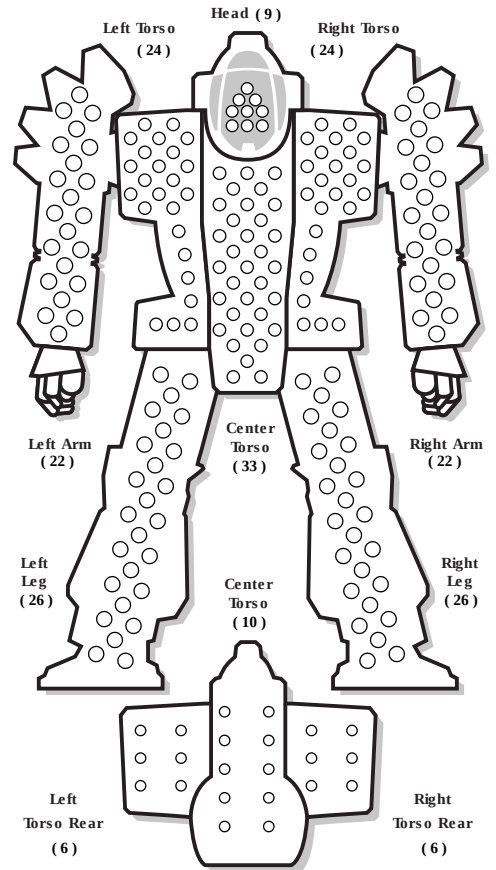


Damage Transfer Diagram



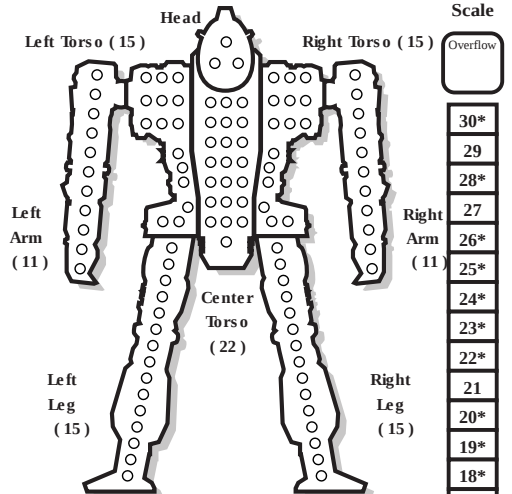
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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*
23*
22*
21
20*
19*
18*
17*
16
15*
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13*
12
11
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9
8*
7
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4
3
2
1
0