BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-6W

Movement Points:
Walking: 4
Running: 6
Jumping: 0
Engine Type: 280 Fusion

Tonnage: 70
Tech Base: Inner Sphere
Rules Level: Standard
Role: Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
4	Rocket Launcher 20	LT	5	1/Msl [M,C]	—	3	7	12
4	Rocket Launcher 20	RT	5	1/Msl [M,C]	—	3	7	12
2	Rocket Launcher 10 (R)	CT	3	1/Msl [M,C]	—	5	11	18

BV: 1,405

WARRIOR DATA

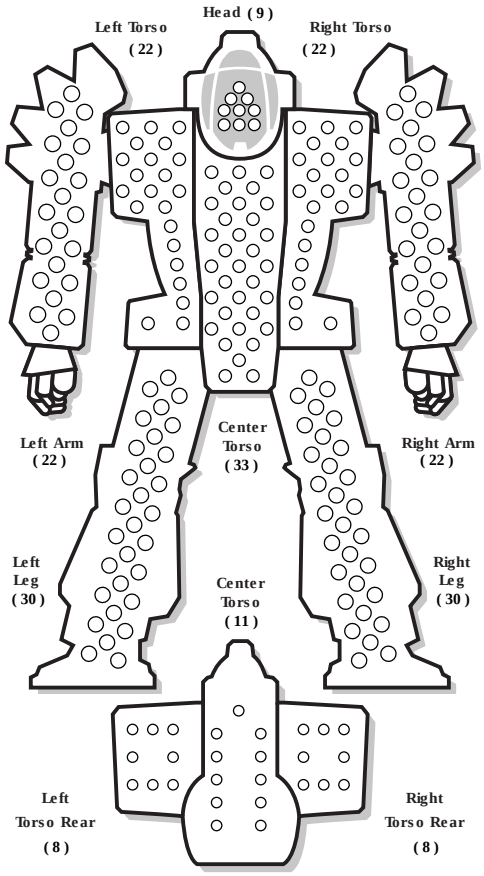
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Heat Sink

4-6
1. Medium Laser
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Rocket Launcher 20
2. Rocket Launcher 20
3. Rocket Launcher 20
4. Rocket Launcher 20
5. Rocket Launcher 20
6. Rocket Launcher 20

4-6
1. Rocket Launcher 20
2. Rocket Launcher 20
3. Rocket Launcher 20
4. Rocket Launcher 20
5. Rocket Launcher 20
6. Rocket Launcher 20

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

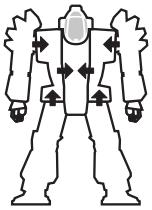
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Rocket Launcher 10 (R)
6. Rocket Launcher 10 (R)

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Heat Sink

4-6
1. Medium Laser
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3
1. Rocket Launcher 20
2. Rocket Launcher 20
3. Rocket Launcher 20
4. Rocket Launcher 20
5. Rocket Launcher 20
6. Rocket Launcher 20

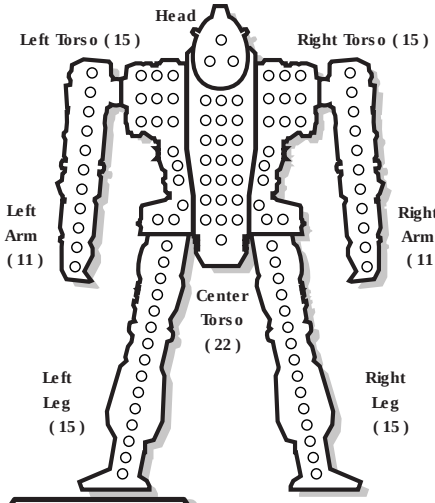
4-6
1. Rocket Launcher 20
2. Rocket Launcher 20
3. Rocket Launcher 20
4. Rocket Launcher 20
5. Rocket Launcher 20
6. Rocket Launcher 20

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

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 Sinks: 20

Heat Level*	Effects	
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	

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