

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Archer ARC-7L

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 210 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

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	ECM Suite	LA	—	[E]	—	—	—	6
(Guardian)								
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

Ammo: (LRM 20) 36

BV: 1,881



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- Stealth
- Stealth

4-6

Left Torso (CASE)

- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE
- Stealth
- Stealth

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- ER Medium Laser

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Stealth
- Stealth

4-6

Right Torso (CASE)

- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20

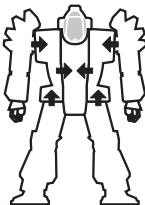
1-3

- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE
- Stealth
- Stealth

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

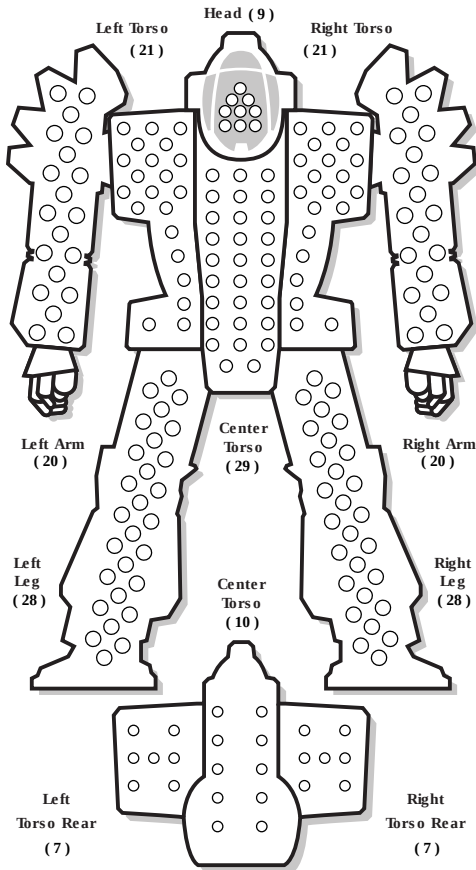


Damage Transfer Diagram



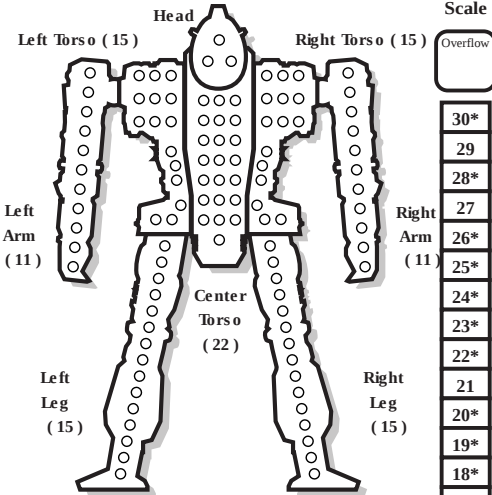
ARMOR DIAGRAM

Stealth



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	○○○