

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Archer ARC-5W

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 XL

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	SRM 4	LA	3	2/Msl [M,C,S]	—	3	6	9
1	SRM 4	RA	3	2/Msl [M,C,S]	—	3	6	9
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	Narc	CT	—	[M]	—	3	6	9

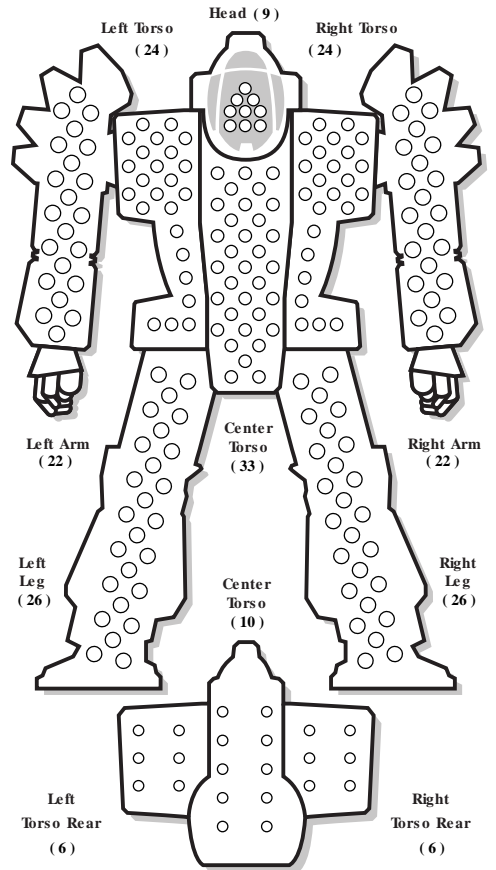
Ammo: (LRM 20 Narc) 24, (Narc) 12, (SRM 4 Narc) 50

BV: 1,337



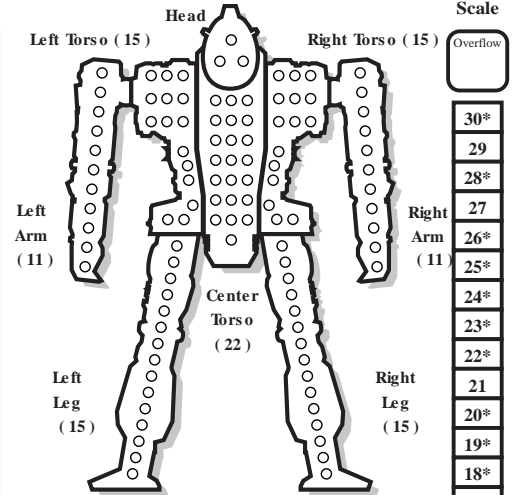
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- Ammo (SRM 4 Narc) 25

1-3

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

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- Ammo (SRM 4 Narc) 25

1-3

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

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20

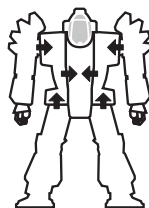
1-3

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

4-6

#### Right Leg

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



Damage Transfer Diagram

### 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	○