

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-2K-MDH

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	MRM 20	LT	6	1/Msl [M,C]	—	3	8	15
1	MRM 20	RT	6	1/Msl [M,C]	—	3	8	15

Ammo: [MRM 20] 48

Quirks: Battle Fists (LA), Battle Fists (RA), Command Mech, Stable, Ubiquitous (Inner Sphere)

BV: 1,439



WARRIOR DATA

Name: _____

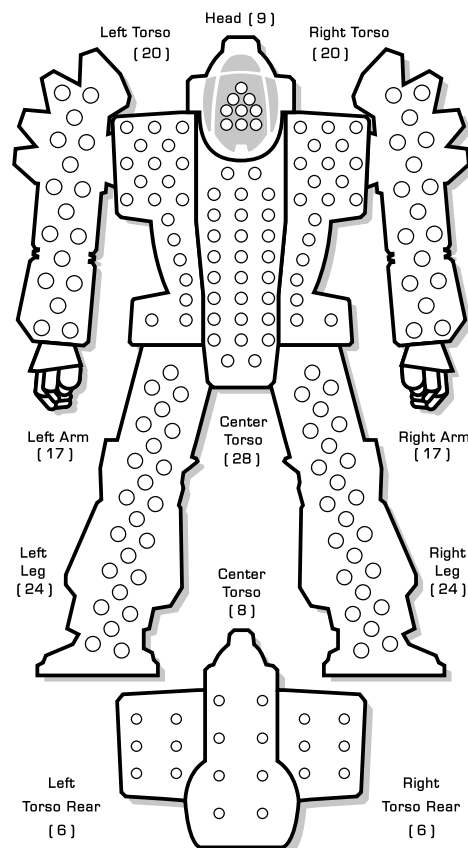
Gunnery Skill: _____ Piloting Skill: _____

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



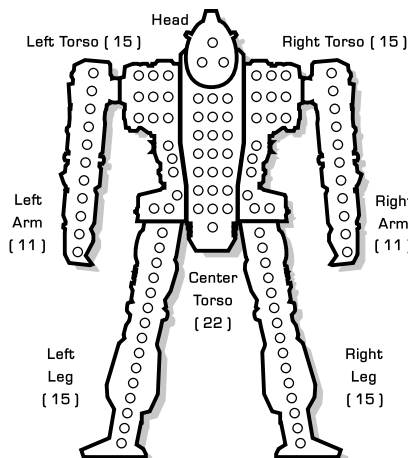
ARMOR DIAGRAM

Ferro-Fibrous



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

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

4-6

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- MRM 20
- MRM 20
- MRM 20

1-3

- Ammo [MRM 20] 12
- Ammo [MRM 20] 12
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

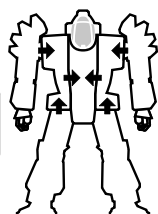
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- MRM 20
- MRM 20
- MRM 20
- Ammo [MRM 20] 12
- Ammo [MRM 20] 12
- CASE

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

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

HEAT DATA

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

Double Heat Sinks: 12 [24]



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-2K-MDHF

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

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	MRM 20	LT	6	1/Msl [M,C]	—	3	8	15
1	MRM 20	RT	6	1/Msl [M,C]	—	3	8	15

Ammo: [MRM 20] 48

Quirks: Battle Fists (LA), Battle Fists (RA), Command Mech, Stable, Ubiquitous (Inner Sphere)

BV: 1,496



WARRIOR DATA

Name: _____

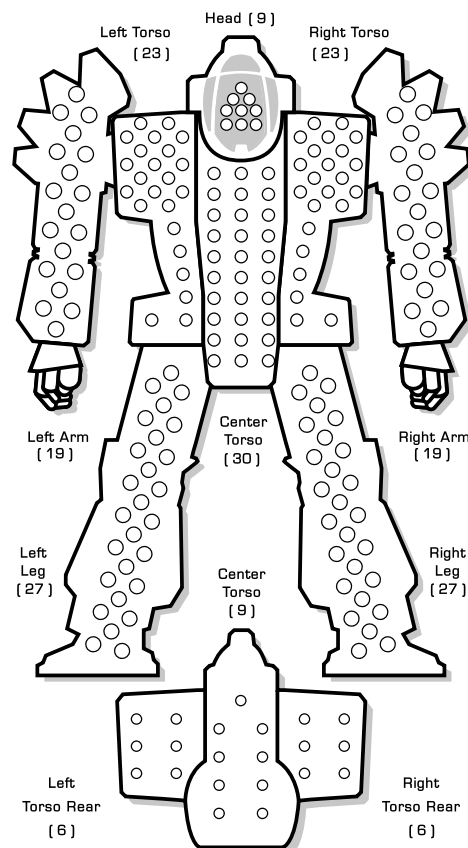
Gunnery Skill: _____ Piloting Skill: _____

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



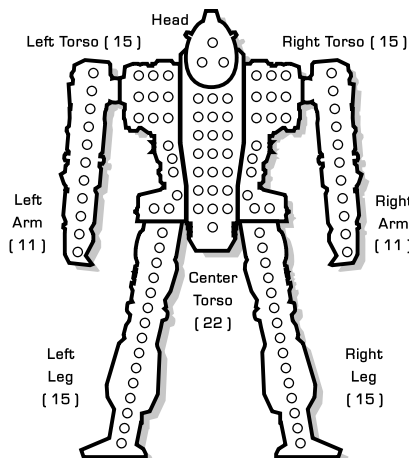
ARMOR DIAGRAM

Heavy Ferro-Fibrous



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- MRM 20
- MRM 20
- MRM 20

1-3

- Ammo [MRM 20] 12
- Ammo [MRM 20] 12
- CASE
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Heavy Ferro-Fibrous
- Sensors
- Life Support

Center Torso

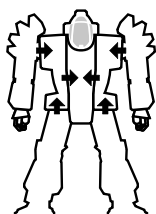
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Right Torso (CASE)

- MRM 20
- MRM 20
- MRM 20
- Ammo [MRM 20] 12
- Ammo [MRM 20] 12
- CASE

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Right Leg

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-2K-MRM

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	MRM 20	LT	6	1/Msl [M,C]	—	3	8	15
1	MRM 20	RT	6	1/Msl [M,C]	—	3	8	15

Ammo: [MRM 20] 48

Quirks: Battle Fists (LA), Battle Fists (RA), Command Mech, Stable, Ubiquitous (Inner Sphere)

BV: 1,314



WARRIOR DATA

Name: _____

Gunnery Skill: _____

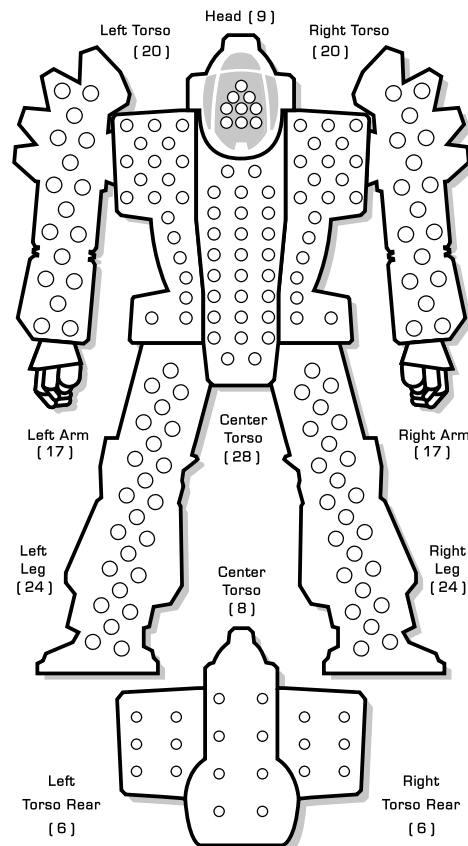
Piloting Skill: _____

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



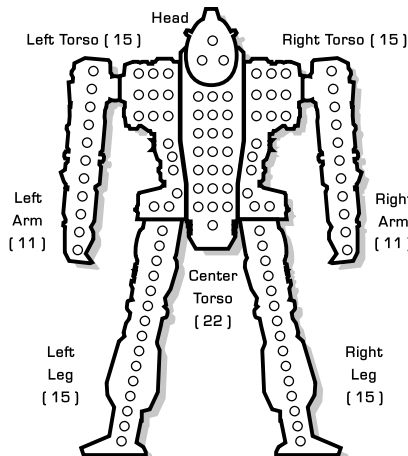
ARMOR DIAGRAM

Ferro-Fibrous



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

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

4-6

Left Torso (CASE)

- MRM 20
- MRM 20
- MRM 20
- Ammo [MRM 20] 12
- Ammo [MRM 20] 12
- CASE

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Ferro-Fibrous

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

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

4-6

Right Torso (CASE)

- MRM 20
- MRM 20
- MRM 20
- Ammo [MRM 20] 12
- Ammo [MRM 20] 12
- CASE

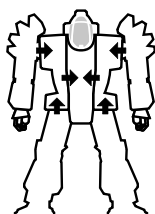
1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

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



Damage Transfer Diagram



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-2R-MDH

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
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1	MRM 30	LT	10	1/Msl [M,C]	—	3	8	15
1	MRM 30	RT	10	1/Msl [M,C]	—	3	8	15
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9

Ammo: [MRM 30] 32

Quirks: Battle Fists (LA), Battle Fists (RA), Command Mech, Stable, Ubiquitous (Inner Sphere)

BV: 1,570



WARRIOR DATA

Name: _____

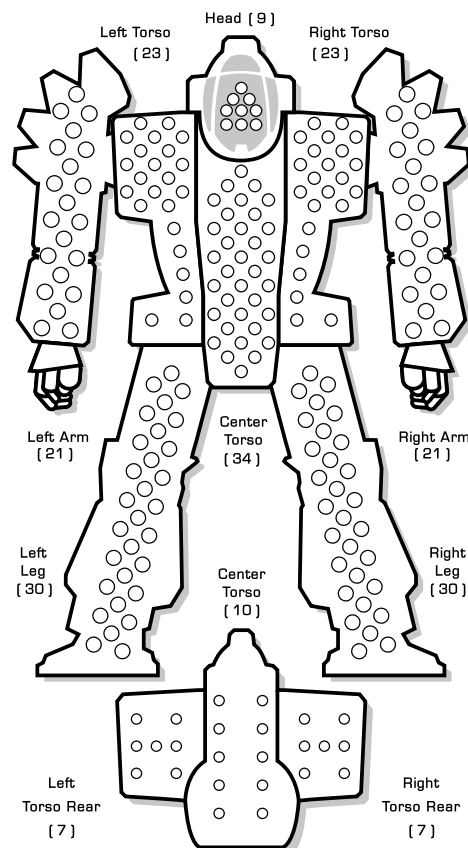
Gunnery Skill: _____ Piloting Skill: _____

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



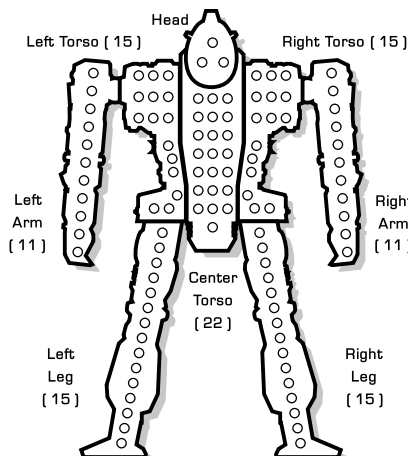
ARMOR DIAGRAM

Ferro-Fibrous



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

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

4-6

Left Torso (CASE)

- MRM 30
- MRM 30
- MRM 30
- MRM 30
- MRM 30
- Ammo [MRM 30] 8

1-3

- Ammo [MRM 30] 8
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser (R)

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- MRM 30
- MRM 30
- MRM 30
- MRM 30
- MRM 30
- Ammo [MRM 30] 8

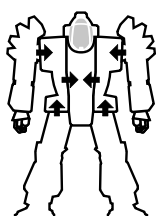
1-3

- Ammo [MRM 30] 8
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

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



Damage Transfer Diagram



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-2R-MDHF

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
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1	MRM 30	LT	10	1/Msl [M,C]	—	3	8	15
1	MRM 30	RT	10	1/Msl [M,C]	—	3	8	15
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Ammo: [MRM 30] 32

Quirks: Battle Fists (LA), Battle Fists (RA), Command Mech, Stable, Ubiquitous (Inner Sphere)

BV: 1,589



WARRIOR DATA

Name: _____

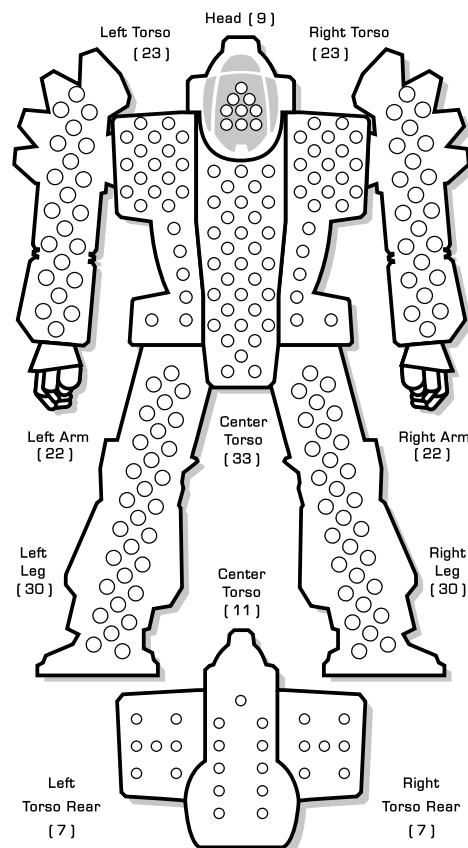
Gunnery Skill: _____ Piloting Skill: _____

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



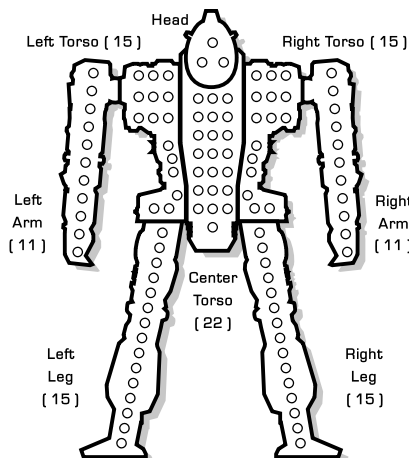
ARMOR DIAGRAM

Heavy Ferro-Fibrous



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Heavy Ferro-Fibrous

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- MRM 30
- MRM 30
- MRM 30
- MRM 30
- MRM 30
- Ammo [MRM 30] 8

1-3

- Ammo [MRM 30] 8
- CASE
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Heavy Ferro-Fibrous
- Sensors
- Life Support

Center Torso

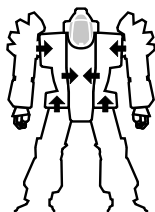
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Heavy Ferro-Fibrous

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Right Torso (CASE)

- MRM 30
- MRM 30
- MRM 30
- MRM 30
- MRM 30
- Ammo [MRM 30] 8

1-3

- Ammo [MRM 30] 8
- CASE
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Right Leg

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-2R-MRM

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
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1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9

Ammo: [MRM 30] 32

Quirks: Battle Fists (LA), Battle Fists (RA), Command Mech, Stable, Ubiquitous (Inner Sphere)

BV: 1,519



WARRIOR DATA

Name: _____

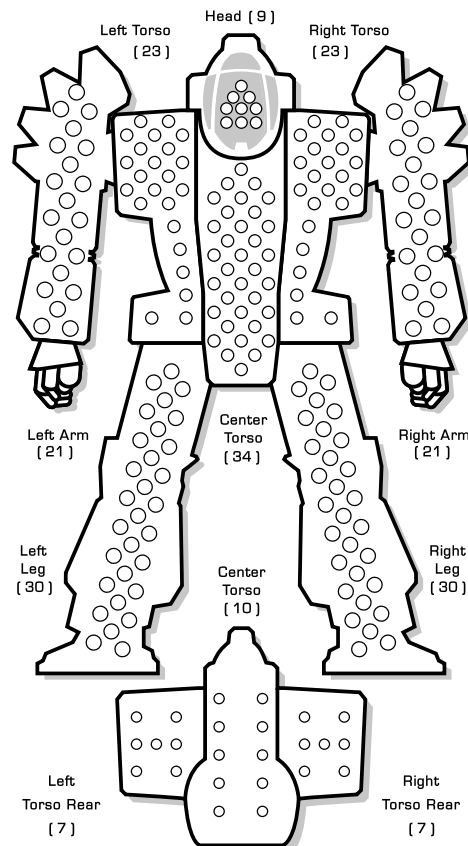
Gunnery Skill: _____ Piloting Skill: _____

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



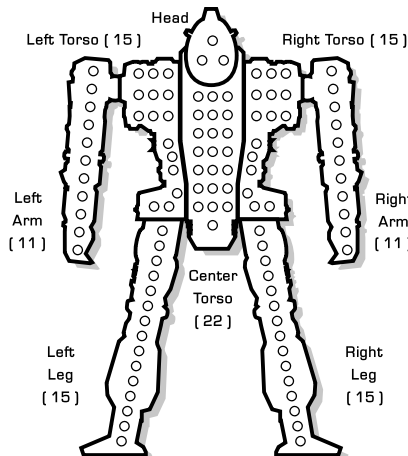
ARMOR DIAGRAM

Ferro-Fibrous



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

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

4-6

Left Torso (CASE)

- MRM 30
- MRM 30
- MRM 30
- MRM 30
- MRM 30
- Ammo [MRM 30] 8

1-3

- Ammo [MRM 30] 8
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser (R)

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- MRM 30
- MRM 30
- MRM 30
- MRM 30
- MRM 30
- Ammo [MRM 30] 8

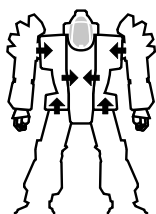
1-3

- Ammo [MRM 30] 8
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

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



Damage Transfer Diagram



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-2R-Upgrade

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

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
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
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

WARRIOR DATA

Name: _____

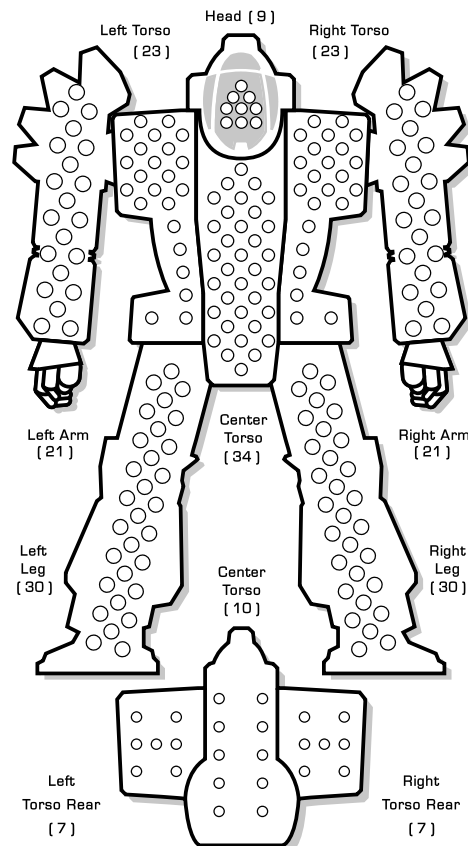
Gunnery Skill: _____ Piloting Skill: _____

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



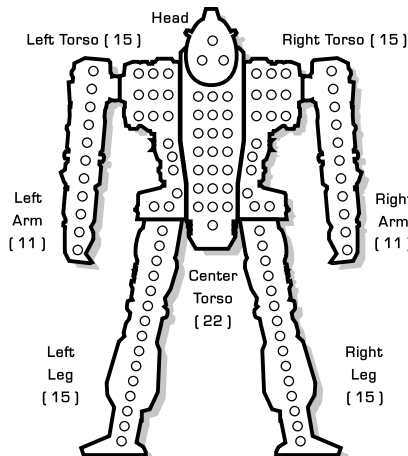
ARMOR DIAGRAM

Ferro-Fibrous



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

CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo [LRM 20] 6

1-3

- Ammo [LRM 20] 6
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo [LRM 20] 6

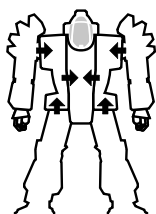
1-3

- Ammo [LRM 20] 6
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

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



Damage Transfer Diagram



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-2S-Quik

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Streak SRM 2	LA	2	2/Msl [M.C]	—	3	6	9
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
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
	w/Artemis IV							
1	LRM 15	RT	5	1/Msl [M.C.S]	6	7	14	21
	w/Artemis IV							
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Ammo: [LRM 15 Artemis] 32, [Streak SRM 2] 50

Quirks: Battle Fists (LA), Battle Fists (RA), Command Mech, Stable, Ubiquitous (Inner Sphere)

BV: 1,662



WARRIOR DATA

Name: _____

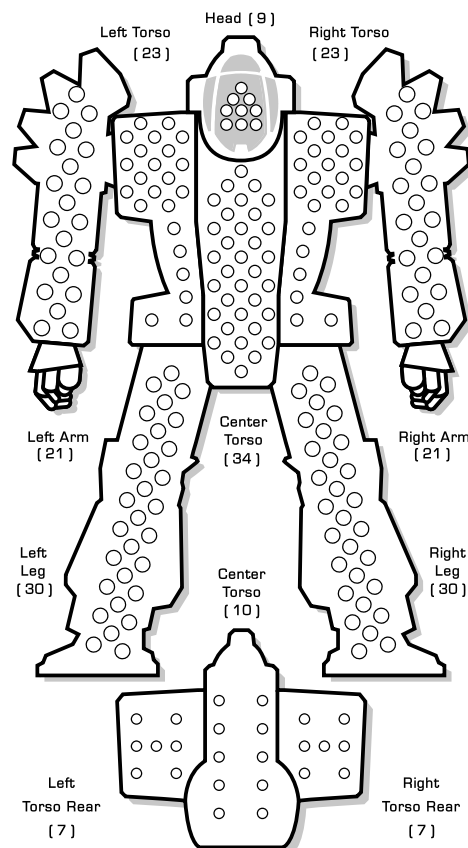
Gunnery Skill: _____ Piloting Skill: _____

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



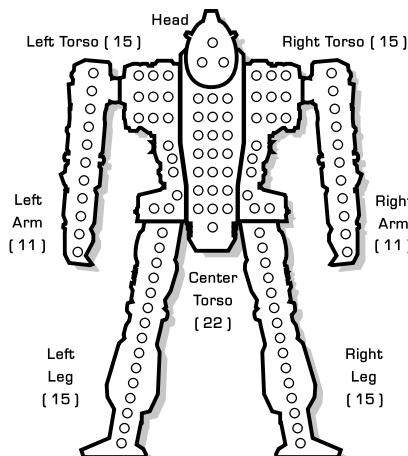
ARMOR DIAGRAM

Ferro-Fibrous



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Streak SRM 2

1-3

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

4-6

Left Torso (CASE)

- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo [LRM 15 Artemis] 8
- Ammo [LRM 15 Artemis] 8

1-3

- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ammo [Streak SRM 2] 50
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Streak SRM 2

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo [LRM 15 Artemis] 8
- Ammo [LRM 15 Artemis] 8

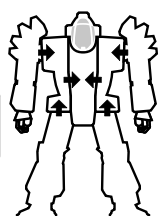
1-3

- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

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



Damage Transfer Diagram



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-2W-Quik

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9

Ammo: [LRM 20] 24, [Streak SRM 2] 50

Quirks: Battle Fists (LA), Battle Fists (RA), Command Mech, Stable, Ubiquitous (Inner Sphere)

BV: 1,551

WARRIOR DATA

Name: _____

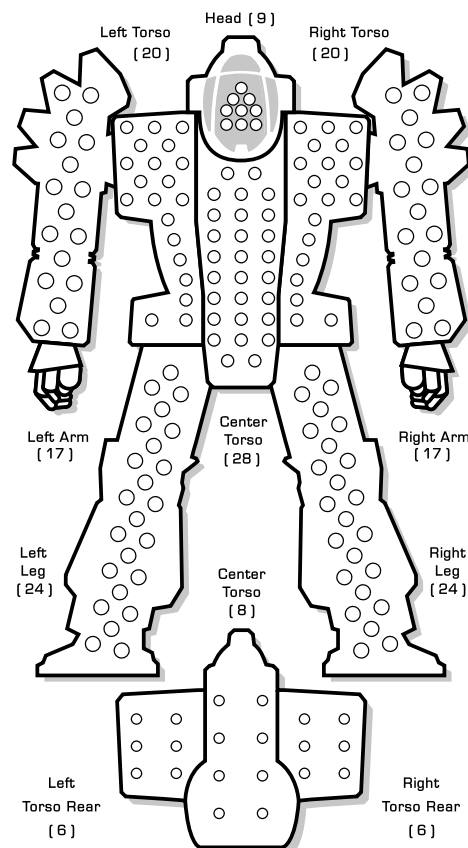
Gunnery Skill: _____ Piloting Skill: _____

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



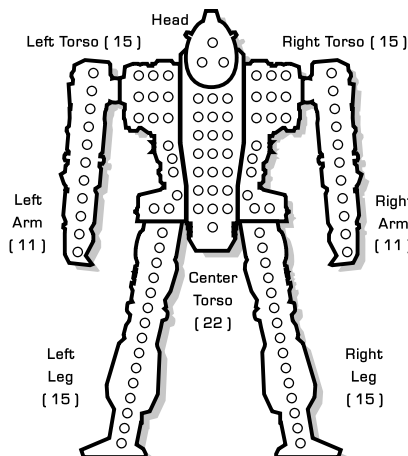
ARMOR DIAGRAM

Ferro-Fibrous



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

CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Streak SRM 2

1-3

- Ammo [LRM 20] 6
- Ammo [LRM 20] 6
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ammo [Streak SRM 2] 50
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Streak SRM 2

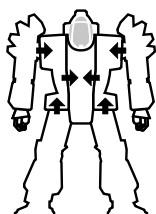
1-3

- Ammo [LRM 20] 6
- Ammo [LRM 20] 6
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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
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

Double Heat Sinks:
10 [20]



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-2W-QuikHFF

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

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9

Ammo: [LRM 20] 24, [Streak SRM 2] 50

Quirks: Battle Fists (LA), Battle Fists (RA), Command Mech, Stable, Ubiquitous (Inner Sphere)

BV: 1,608



WARRIOR DATA

Name: _____

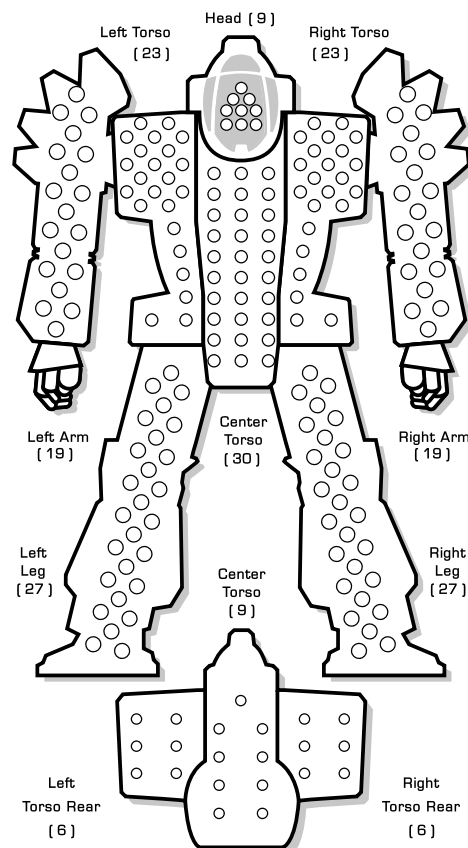
Gunnery Skill: _____ Piloting Skill: _____

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



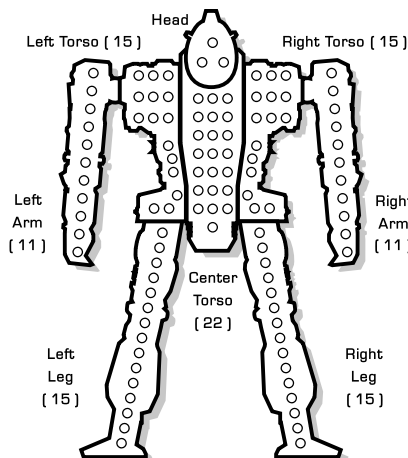
ARMOR DIAGRAM

Heavy Ferro-Fibrous



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Heavy Ferro-Fibrous

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again

4-6

Left Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Streak SRM 2

1-3

- Ammo [LRM 20] 6
- Ammo [LRM 20] 6
- CASE
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ammo [Streak SRM 2] 50
- Sensors
- Life Support

1-3

Center Torso

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

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Heavy Ferro-Fibrous

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Right Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Streak SRM 2

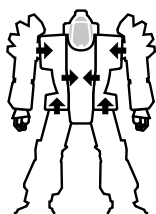
1-3

- Ammo [LRM 20] 6
- Ammo [LRM 20] 6
- CASE
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Right Leg

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



Damage Transfer Diagram



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-4CQC

Movement Points:

Walking: 5 [6]

Running: 8 [9]

Jumping: 0

Engine Type: 350 XL

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Experimental

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9
1	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9
3	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
3	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: [SRM 6] 30, [SRM 6 Dead-Fire] 30, [SRM 6 Tandem-Charge] 14

Quirks: Battle Fists (LA), Battle Fists (RA), Command Mech, Stable, Ubiquitous (Inner Sphere)

BV: 1,486



WARRIOR DATA

Name: _____

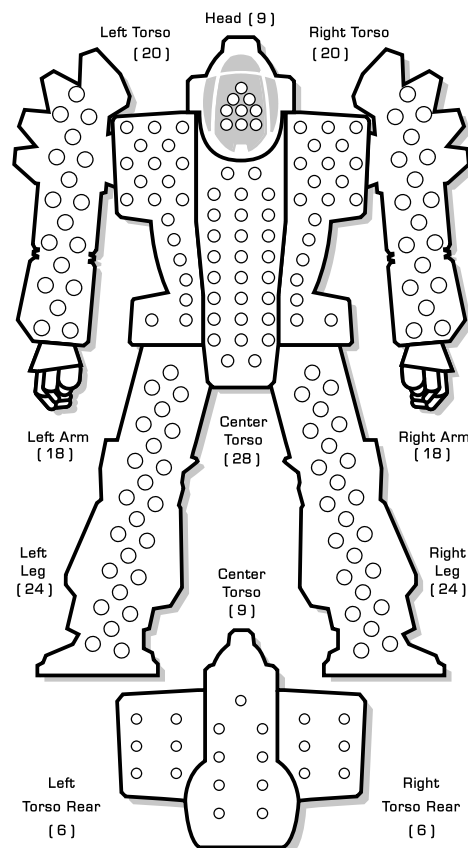
Gunnery Skill: _____ Piloting Skill: _____

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



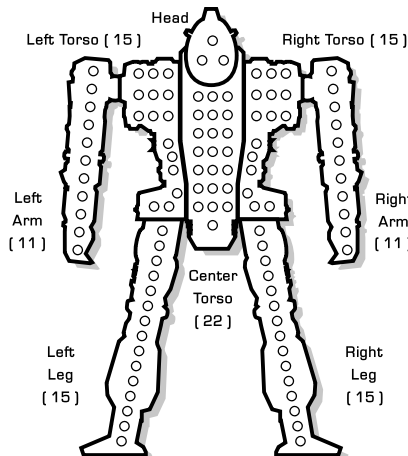
ARMOR DIAGRAM

Impact-Resistant



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium X-Pulse Laser
- Impact-Resistant

1-3

- Impact-Resistant
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6
- SRM 6

1-3

- SRM 6
- SRM 6
- SRM 6

4-6

- Ammo [SRM 6 Dead-Fire] 15
- Ammo [SRM 6] 15
- Ammo [SRM 6 Tandem-Charge] 7

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Impact-Resistant
- Sensors
- Life Support

Center Torso

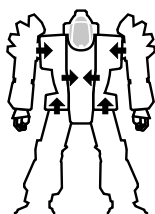
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Impact-Resistant
- Impact-Resistant

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium X-Pulse Laser
- Impact-Resistant

1-3

- Impact-Resistant
- Impact-Resistant
- Impact-Resistant
- Impact-Resistant
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6
- SRM 6

1-3

- SRM 6
- SRM 6
- SRM 6

4-6

- Ammo [SRM 6] 15
- Ammo [SRM 6 Tandem-Charge] 7
- Ammo [SRM 6 Dead-Fire] 15

Right Leg

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-4M-BRein

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
	w/Artemis IV							
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
	w/Artemis IV							
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Ammo: [LRM 20 Artemis] 24

Quirks: Battle Fists (LA), Battle Fists (RA), Command Mech, Stable, Ubiquitous (Inner Sphere)

BV: 1,848



WARRIOR DATA

Name: _____

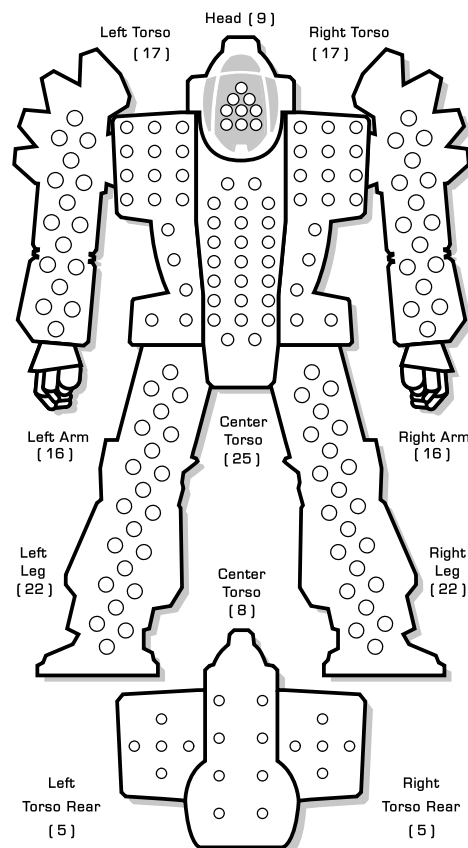
Gunnery Skill: _____ Piloting Skill: _____

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



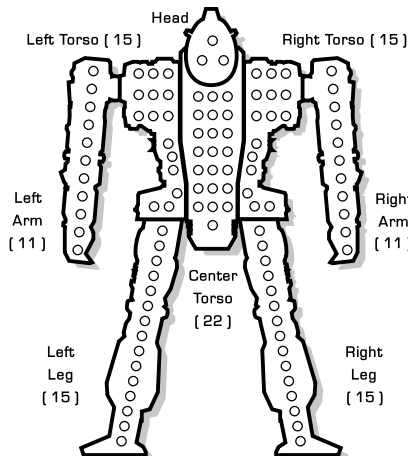
ARMOR DIAGRAM

Ballistic-Reinforced



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

1-3

- Ammo [LRM 20 Artemis] 6
- Ammo [LRM 20 Artemis] 6
- CASE
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ballistic-Reinforced
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

1-3

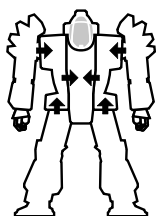
- Ammo [LRM 20 Artemis] 6
- Ammo [LRM 20 Artemis] 6
- CASE
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ballistic-Reinforced
- Ballistic-Reinforced

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



Damage Transfer Diagram



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-4M-Reflect

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

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
	w/Artemis IV							
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
	w/Artemis IV							
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

WARRIOR DATA

Name: _____

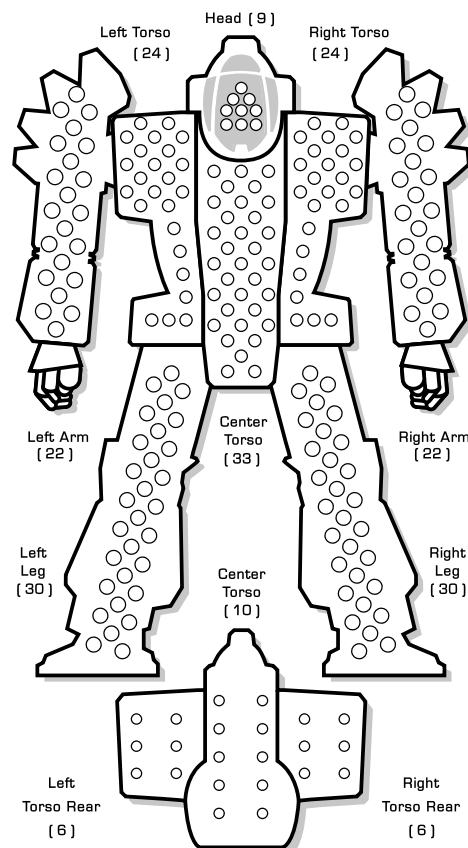
Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM

Reflective



Ammo: [LRM 20 Artemis] 24

Quirks: Battle Fists (LA), Battle Fists (RA), Command Mech, Stable, Ubiquitous (Inner Sphere)

BV: 2,091

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

1-3

- Ammo [LRM 20 Artemis] 6
- Ammo [LRM 20 Artemis] 6
- CASE
- Reflective
- Reflective
- Reflective

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Reflective
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

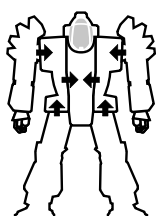
1-3

- Ammo [LRM 20 Artemis] 6
- Ammo [LRM 20 Artemis] 6
- CASE
- Reflective
- Reflective
- Reflective

4-6

Right Leg

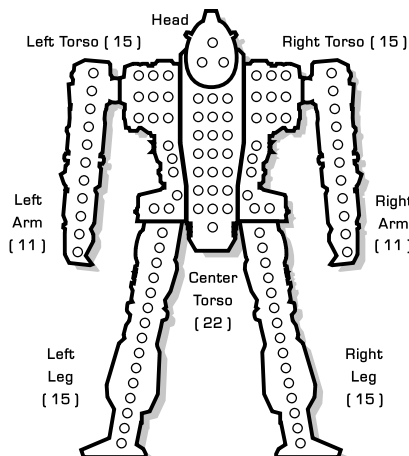
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Reflective



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

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

Double Heat Sinks:
10 (20)

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-4M-TC

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
	w/Artemis IV							
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
	w/Artemis IV							
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Targeting Computer	HD	—	[E]	—	—	—	—

Ammo: [LRM 20 Artemis] 24

Quirks: Battle Fists (LA), Battle Fists (RA), Command Mech, Stable, Ubiquitous (Inner Sphere)

BV: 1,809

WARRIOR DATA

Name: _____

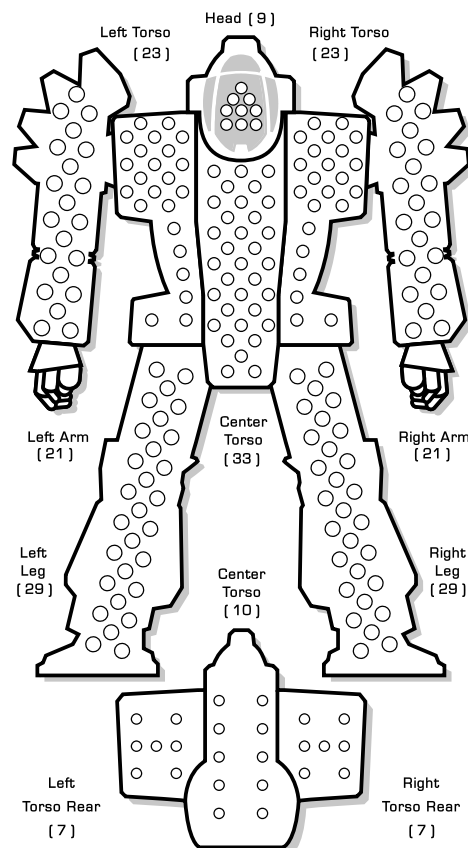
Gunnery Skill: _____ Piloting Skill: _____

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



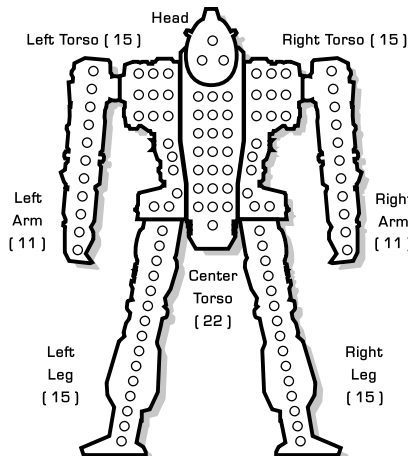
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

1-3

- Ammo [LRM 20 Artemis] 6
- Ammo [LRM 20 Artemis] 6
- CASE
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

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

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

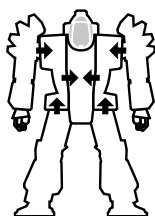
1-3

- Ammo [LRM 20 Artemis] 6
- Ammo [LRM 20 Artemis] 6
- CASE
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Roll Again



Damage Transfer Diagram



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-4M-Upgrade

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

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
	w/Artemis IV							
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
	w/Artemis IV							
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

WARRIOR DATA

Name: _____

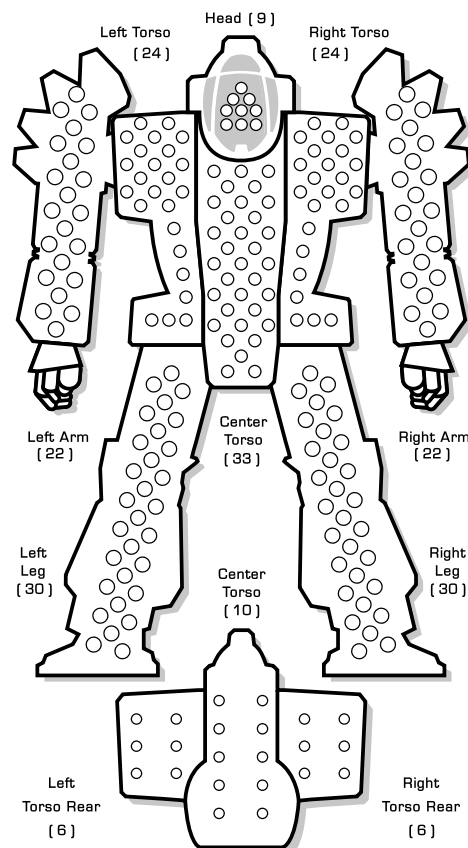
Gunnery Skill: _____ Piloting Skill: _____

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



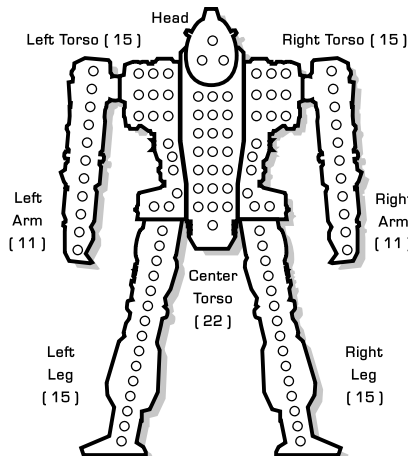
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

1-3

- Ammo [LRM 20 Artemis] 6
- Ammo [LRM 20 Artemis] 6
- CASE
- Roll Again
- Roll Again
- Roll Again

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

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso (CASE)

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

1-3

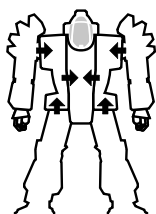
- Ammo [LRM 20 Artemis] 6
- Ammo [LRM 20 Artemis] 6
- CASE
- Roll Again
- Roll Again
- Roll Again

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



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-5R-Slasher

Movement Points:

Walking: 4 [5]

Running: 6 [8]

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	Hatchet	RA	—	14	—	—	—	—
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
	w/Artemis IV							
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
	w/Artemis IV							

Ammo: [LRM 15 Artemis] 32

Quirks: Battle Fists (LA), Battle Fists (RA), Command Mech, Stable, Ubiquitous (Inner Sphere)

BV: 1,817



WARRIOR DATA

Name: _____

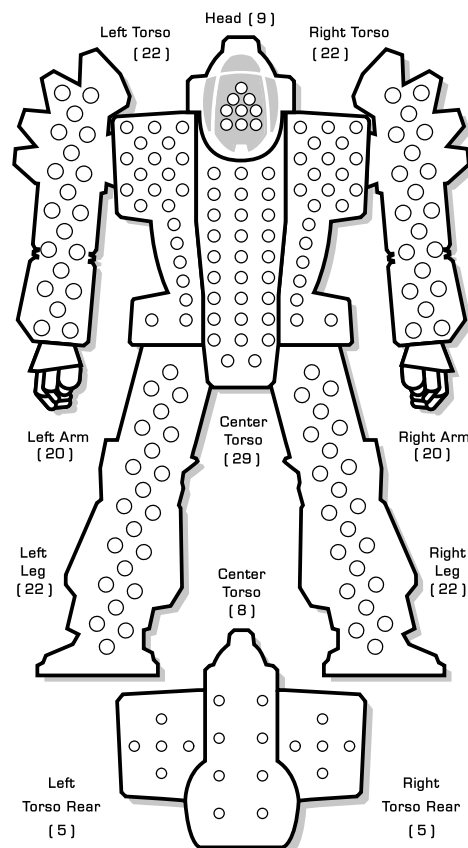
Gunnery Skill: _____ Piloting Skill: _____

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



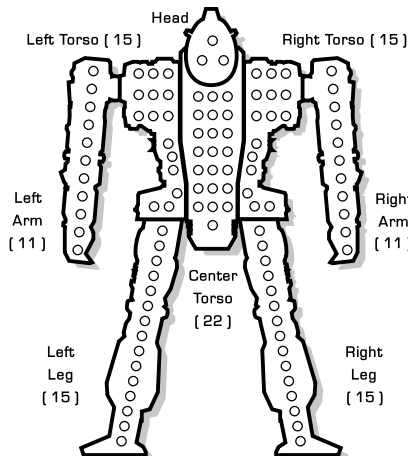
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

1-3

- Endo Steel
- Endo Steel
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Left Torso (CASE)

- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo [LRM 15 Artemis] 8
- Ammo [LRM 15 Artemis] 8

1-3

- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Triple Strength Myomer

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
- Hatchet
- Hatchet
- Hatchet
- Hatchet
- Hatchet

4-6

Right Torso (CASE)

- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo [LRM 15 Artemis] 8
- Ammo [LRM 15 Artemis] 8

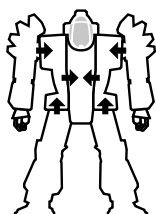
1-3

- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength Myomer
- Roll Again



Damage Transfer Diagram



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-5R-SlasherML

Movement Points:

Walking: 4 [5]

Running: 6 [8]

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Hatchet	RA	—	14	—	—	—	—
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
	w/Artemis IV							
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
	w/Artemis IV							

Ammo: [LRM 15 Artemis] 32

Quirks: Battle Fists (LA), Battle Fists (RA), Command Mech, Stable, Ubiquitous (Inner Sphere)

BV: 1,909



WARRIOR DATA

Name: _____

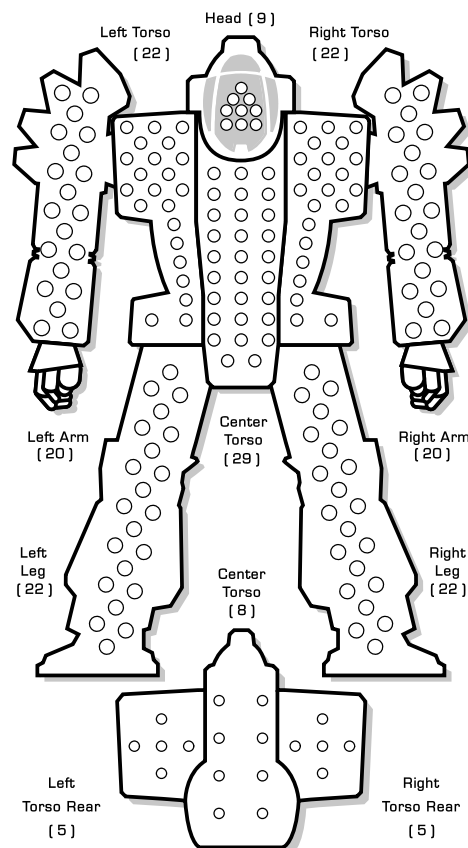
Gunnery Skill: _____ Piloting Skill: _____

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



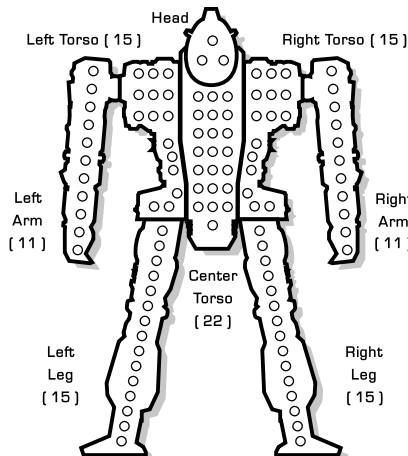
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

1-3

- Medium Laser
- Medium Laser
- Medium Laser
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Left Torso (CASE)

- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo [LRM 15 Artemis] 8
- Ammo [LRM 15 Artemis] 8

1-3

- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Triple Strength Myomer

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Triple Strength Myomer

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
- Hatchet
- Hatchet
- Hatchet
- Hatchet
- Hatchet

4-6

Right Torso (CASE)

- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo [LRM 15 Artemis] 8
- Ammo [LRM 15 Artemis] 8

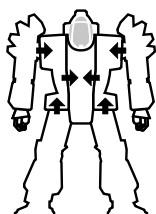
1-3

- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Triple Strength Myomer



Damage Transfer Diagram



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer The Prof

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Clan

Rules Level: Experimental

Role: Brawler

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Improved ATM 12	LT	8	[M.C.S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	Improved ATM 12	RT	8	[M.C.S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15

Ammo: [iATM 12] 10, [iATM 12 ER] 10, [iATM 12 HE] 10, [iATM 12 IIW] 10

Quirks: Battle Fists (LA), Battle Fists (RA), Command Mech, Stable, Ubiquitous (Inner Sphere)

BV: 2,946

WARRIOR DATA

Name: _____

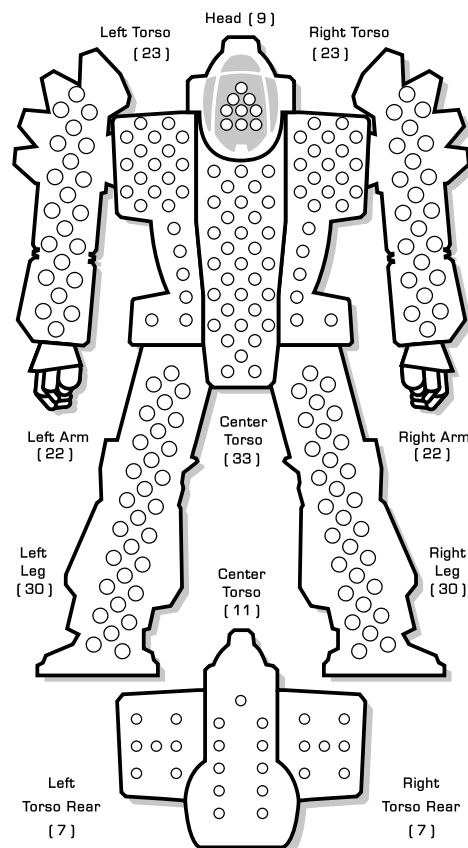
Gunnery Skill: _____ Piloting Skill: _____

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



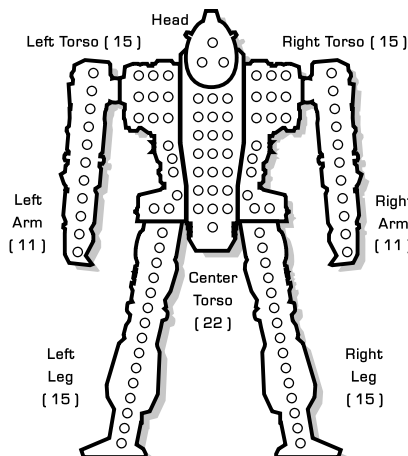
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
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3
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1
0

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Improved ATM 12
- Improved ATM 12
- Improved ATM 12
- Improved ATM 12

1-3

- Improved ATM 12
- Ammo [iATM 12 HE] 5
- Ammo [iATM 12 IIW] 5
- Ammo [iATM 12] 5
- Ammo [iATM 12 ER] 5
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

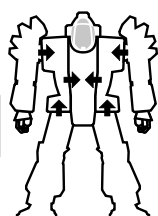
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Medium Laser
- ER Medium Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Improved ATM 12
- Improved ATM 12
- Improved ATM 12
- Improved ATM 12

1-3

- Improved ATM 12
- Ammo [iATM 12 HE] 5
- Ammo [iATM 12 IIW] 5
- Ammo [iATM 12] 5
- Ammo [iATM 12 ER] 5
- Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink