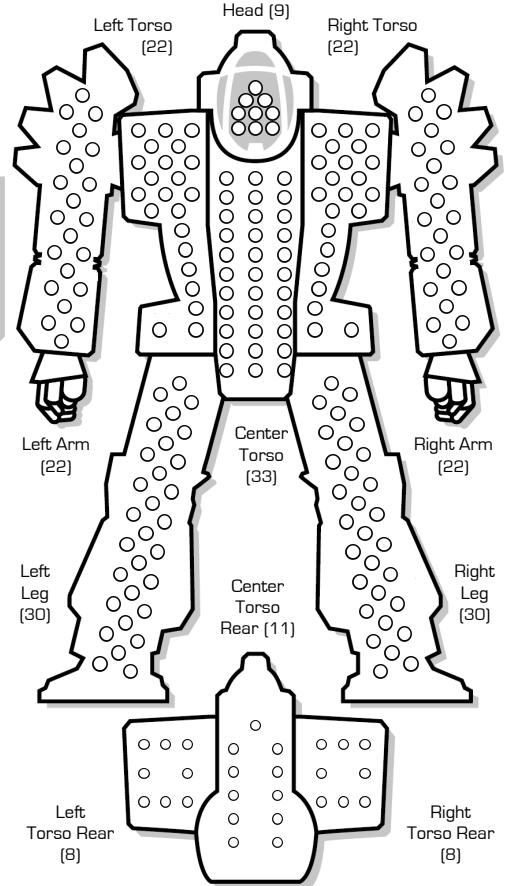


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 217

ARMOR DIAGRAM



'MECH DATA

Type: Archer ARC-6S

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

WARRIOR DATA

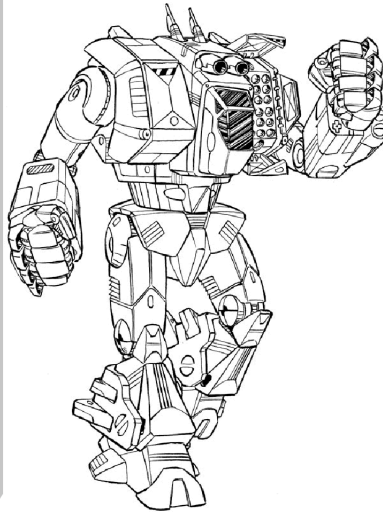
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	H (R)	2	3	-	2	4	5
2	Medium Laser	CT	3	5	-	3	6	9
1	LRM 20 w/ Artemis IV FCS	RT	6	1/Msl	6	7	14	21
1	LRM 20 w/ Artemis IV FCS	LT	6	1/Msl	6	7	14	21
1	Streak SRM 2	RA	2	2/Msl	-	3	6	9
1	Streak SRM 2	LA	2	2/Msl	-	3	6	9

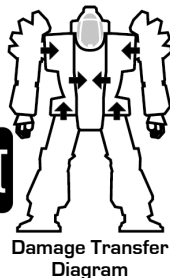


BV: 1,694

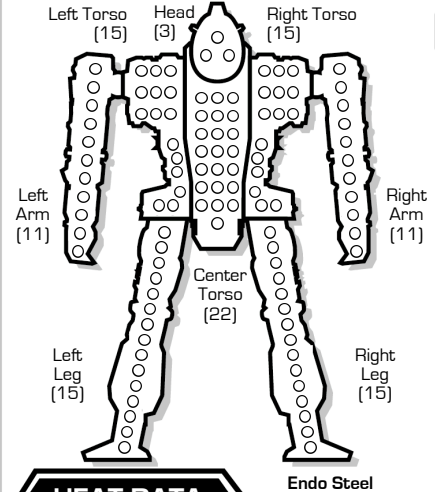
CRITICAL HIT TABLE

- | | | |
|--|--|--|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Streak SRM 2 Endo Steel <p>4-6</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine <p>1-3</p> <ol style="list-style-type: none"> LRM 20 LRM 20 LRM 20 LRM 20 <p>4-6</p> <ol style="list-style-type: none"> LRM 20 Artemis IV FCS Ammo (LRM 20 Artemis IV) 6 Ammo (LRM 20 Artemis IV) 6 Ammo (Streak SRM 2) 50 CASE | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit ER Small Laser (R) Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine Light Fusion Engine <p>1-3</p> <ol style="list-style-type: none"> Gyro Gyro Gyro <p>4-6</p> <ol style="list-style-type: none"> Gyro Light Fusion Engine Light Fusion Engine Light Fusion Engine Medium Laser Medium Laser | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Streak SRM 2 Endo Steel <p>4-6</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Roll Again Roll Again <p>Right Torso</p> <ol style="list-style-type: none"> Light Fusion Engine Light Fusion Engine <p>1-3</p> <ol style="list-style-type: none"> LRM 20 LRM 20 LRM 20 LRM 20 <p>4-6</p> <ol style="list-style-type: none"> LRM 20 Artemis IV FCS Ammo (LRM 20 Artemis IV) 6 Ammo (LRM 20 Artemis IV) 6 Ammo (Streak SRM 2) 50 CASE |
|--|--|--|

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] Double
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

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	○