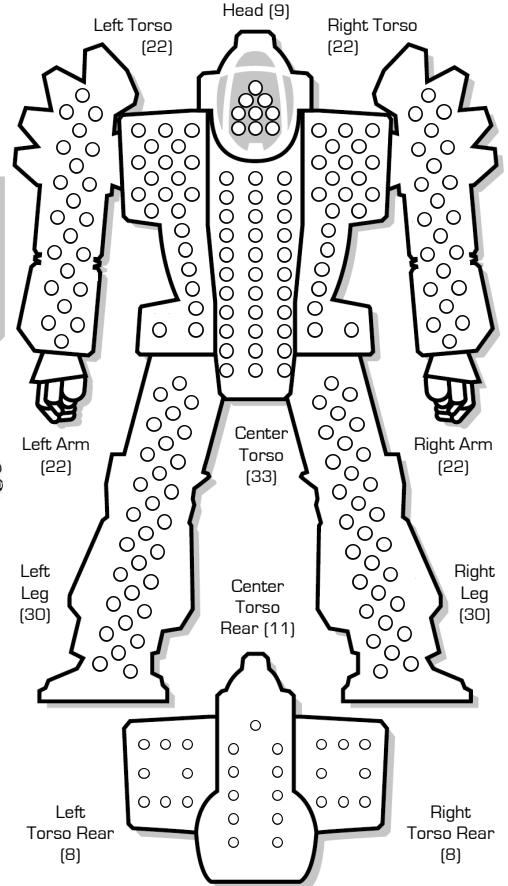


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 217

ARMOR DIAGRAM



'MECH DATA

Type: Archer ARC-6W

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

WARRIOR DATA

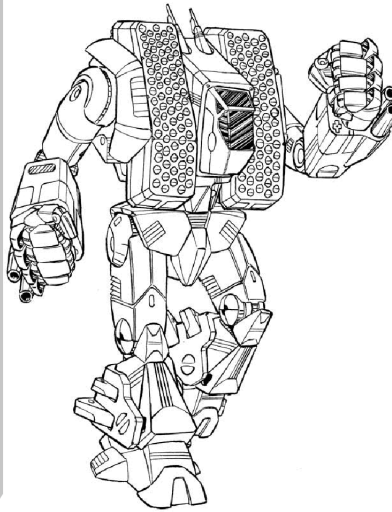
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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
2	Rocket Launcher 10	CT (R)	3	1/Msl	—	5	11	18
4	Rocket Launcher 20	RT	5	1/Msl	—	3	7	12
4	Rocket Launcher 20	LT	5	1/Msl	—	3	7	12
2	Medium Laser	RA	3	5	—	3	6	9
2	Medium Laser	LA	3	5	—	3	6	9

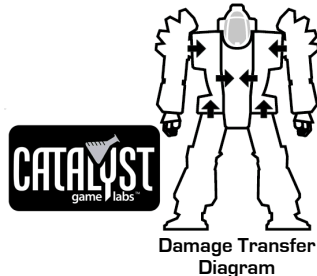


BV: 1,405

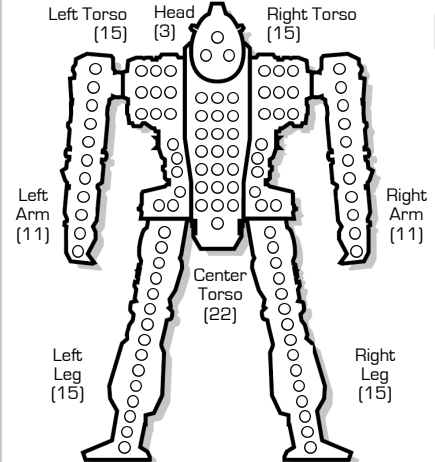
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. Heat Sink	5. Sensors	6. Life Support
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Medium Laser
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Medium Laser
Center Torso	1. Heat Sink	2. Heat Sink	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Left Torso	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 Torso	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
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Heat Sink

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
20		20
30	Shutdown	Single
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	
5*	
4	
3	
2	
1	
0	