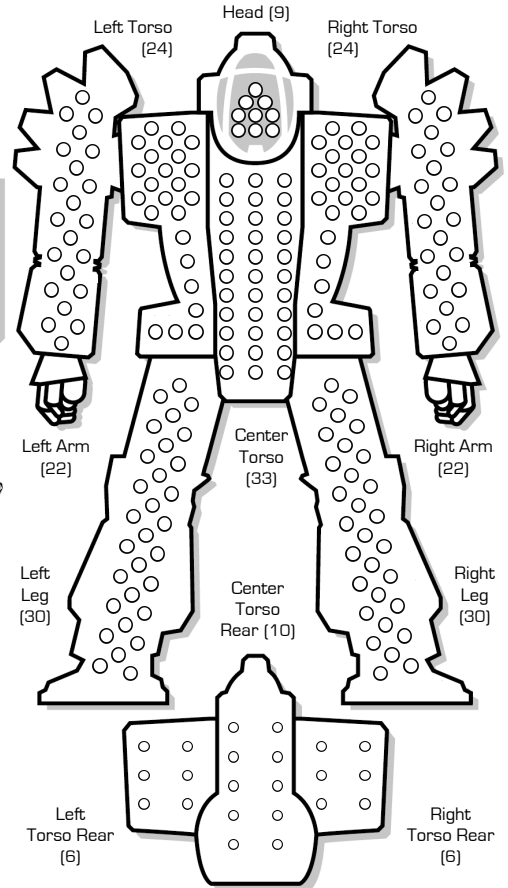


# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 216

### ARMOR DIAGRAM



### 'MECH DATA

Type: Archer ARC-8M

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 

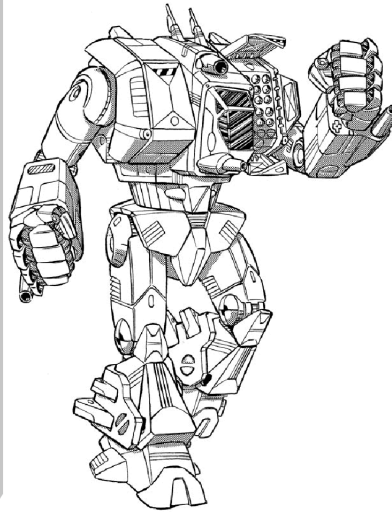
1	2	3	4	5	6
3	5	7	10	11	Dead

  
 Consciousness#

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	H	5	5	—	4	8	12
1	ER Large Laser	CT	12	8	—	7	14	19
1	LRM 15 w/ Artemis IV FCS	RT	5	1/Msl	6	7	14	21
1	LRM 15 w/ Artemis IV FCS	LT	5	1/Msl	6	7	14	21
1	ER Medium Laser	RA	5	5	—	4	8	12
1	ER Medium Laser	LA	5	5	—	4	8	12



BV: 1,759

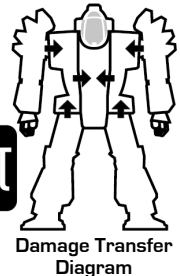
### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - ER Medium Laser
  - Endo Steel
- 4-6
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- Left Torso**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - LRM 15
  - LRM 15
  - LRM 15
- 1-3
- Artemis IV FCS
  - Ammo (LRM 15 Artemis IV) 8
  - Ammo (LRM 15 Artemis IV) 8
  - CASE
  - Roll Again
  - Roll Again
- 4-6

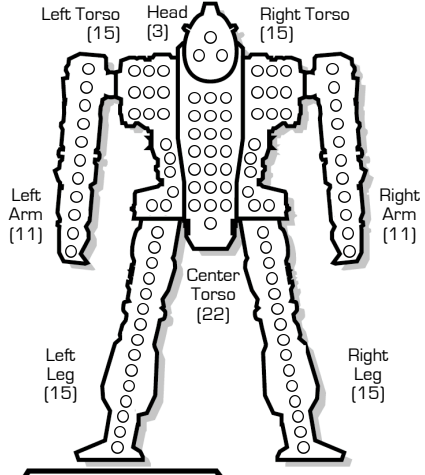
- Head**
- Life Support
  - Sensors
  - Cockpit
  - ER Medium Laser
  - Sensors
  - Life Support
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - ER Large Laser
  - ER Large Laser
- 4-6

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**
- LRM 15
  - LRM 15
  - LRM 15
  - Artemis IV FCS
  - Ammo (LRM 15 Artemis IV) 8
  - Ammo (LRM 15 Artemis IV) 8
- 1-3
- CASE
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
12 [24]		12 [24]
30	Shutdown	Double
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

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