

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-9KC

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

WARRIOR DATA

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

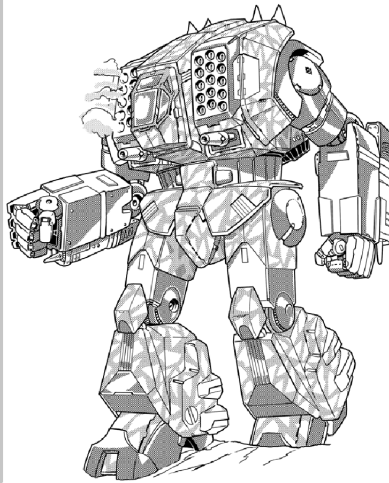
1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#

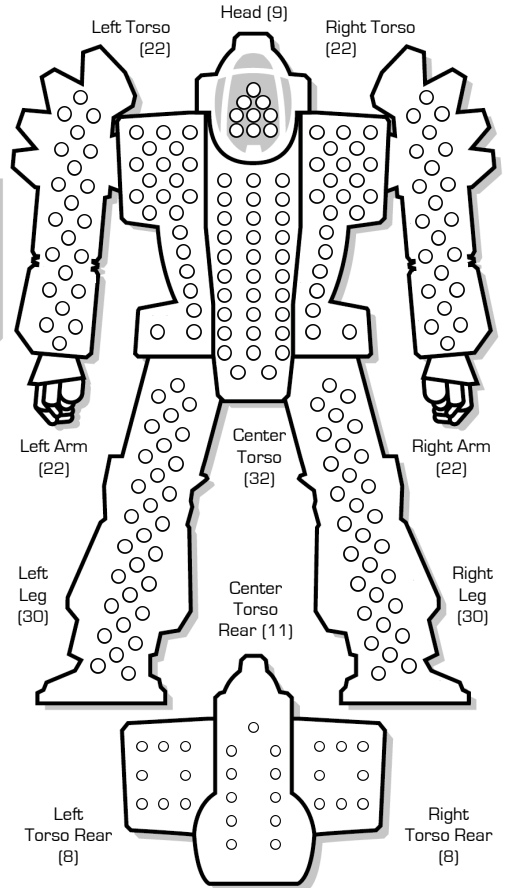
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	H	5	5	—	4	8	12
1	C3 Boosted Slave	CT	0	—	—	—	—	—
2	MML 5	RT	3	2/Sht	—	3	6	9
				1/Sht	6	7	14	21
2	MML 5	LT	3	2/Sht	—	3	6	9
				1/Sht	6	7	14	21
1	Light PPC	RA	5	5	3	6	12	18
1	Light PPC	LA	5	5	3	6	12	18

BV: 1,361



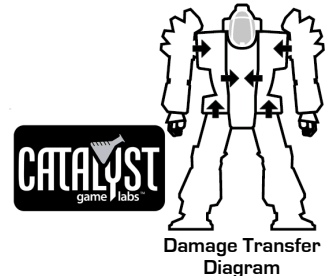
ARMOR DIAGRAM



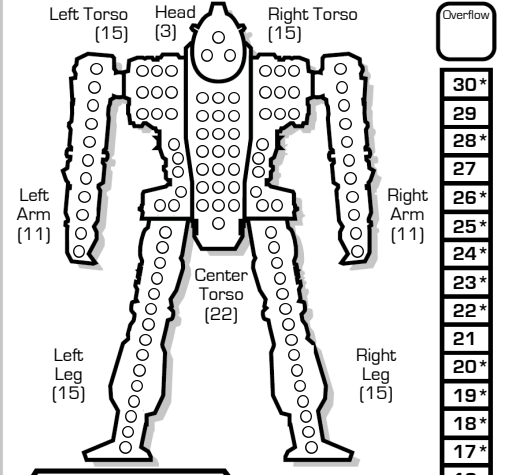
CRITICAL HIT TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Light PPC 3. Light PPC 4. Endo Steel 5. Endo Steel 6. Endo Steel
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Light PPC 3. Light PPC 4. Endo Steel 5. Endo Steel 6. Endo Steel
Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. C3 Boosted Slave 6. C3 Boosted Slave
Left Torso	1. MML 5 2. MML 5 3. MML 5 4. MML 5 5. MML 5 6. MML 5	1. Ammo (MML 5/LRM) 24 2. Ammo (MML 5/LRM) 24 3. Ammo (MML 5/SRM) 20 4. Endo Steel 5. Endo Steel 6. Roll Again
Right Torso	1. MML 5 2. MML 5 3. MML 5 4. MML 5 5. MML 5 6. MML 5	1. Ammo (MML 5/LRM) 24 2. Ammo (MML 5/SRM) 20 3. Ammo (MML 5/SRM) 20 4. Endo Steel 5. Endo Steel 6. Roll Again
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 [26]
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	