

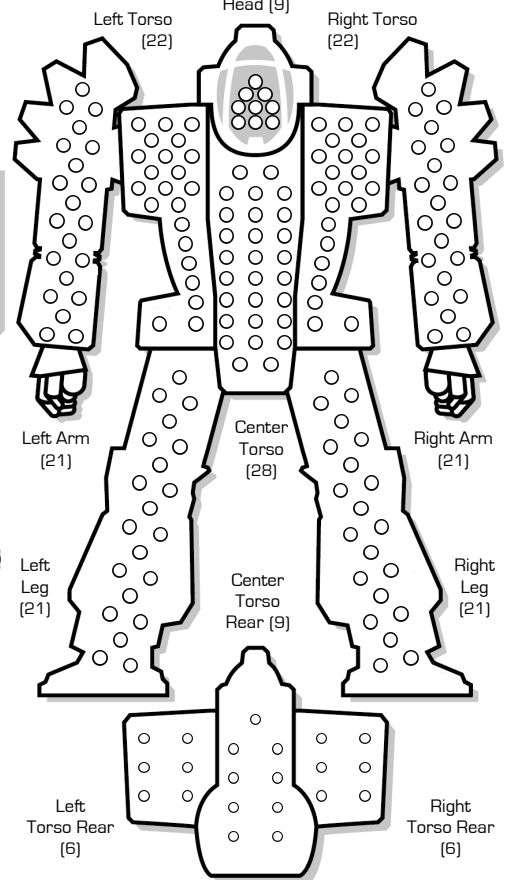
# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 186

### ARMOR DIAGRAM

Light Ferro-Fibrous



### 'MECH DATA

Type: Archer ARC-9M

Movement Points: **Tonnage:** 70  
 Walking: 3 **Tech Base:** Inner Sphere  
 Running: 5 **Rules Level:** Standard  
 Jumping: 5 **Role:** Missile Boat

### WARRIOR DATA

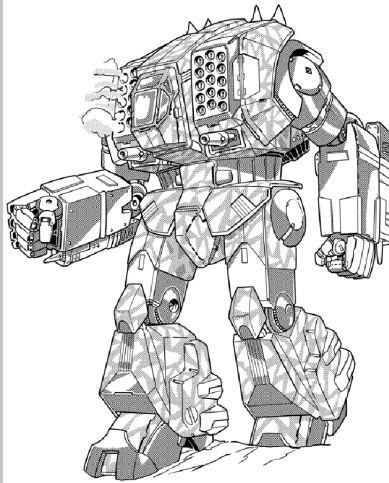
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5	—	4	8	12
1	LRM 15 w/ Artemis IV FCS	RT	5	1/Msl	6	7	14	21
1	ER Medium Laser	LT	5	5	—	4	8	12
1	LRM 15 w/ Artemis IV FCS	LT	5	1/Msl	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: 1,811



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Light PPC
- Light PPC
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- ER Medium Laser
- Ammo (LRM 15 Artemis IV) 8
- Ammo (LRM 15 Artemis IV) 8
- CASE

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

#### Head

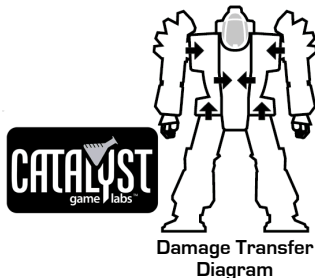
- Life Support
- Sensors
- Cockpit
- Light Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Improved Jump Jet
- Improved Jump Jet

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

- Double Heat Sink
- Light PPC
- Light PPC
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

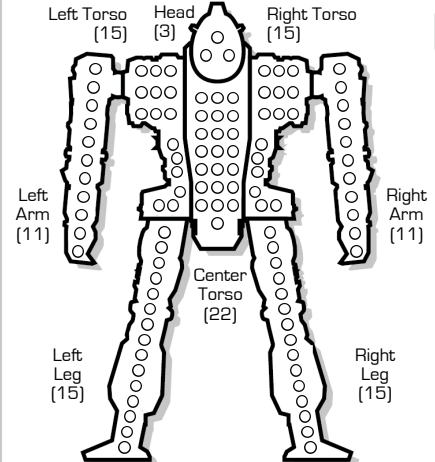
#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- ER Medium Laser
- Ammo (LRM 15 Artemis IV) 8
- Ammo (LRM 15 Artemis IV) 8
- CASE

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

### 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	○
5*	○
4	○
3	○
2	○
1	○
0	○