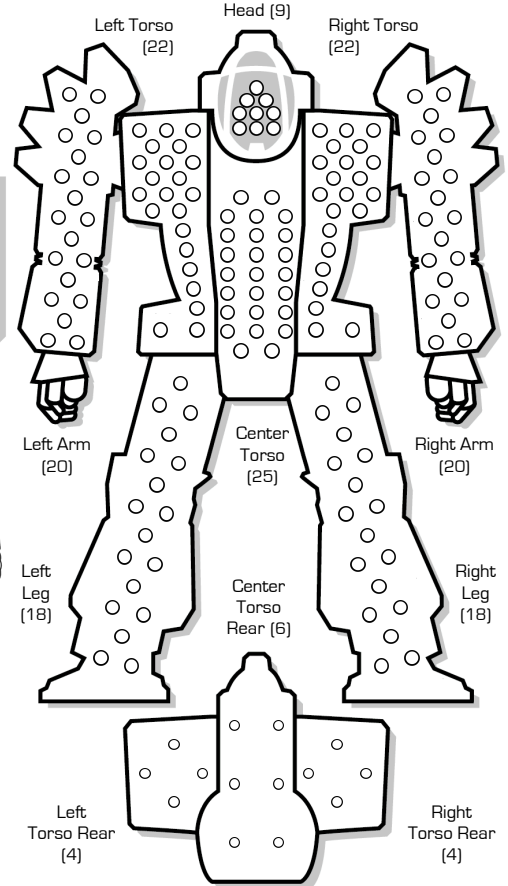


# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 168

### ARMOR DIAGRAM



### 'MECH DATA

Type: Archer ARC-9W

Movement Points: **Tonnage:** 70  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Rules Level:** Experimental  
 Jumping: 0 **Role:** Missile Boat

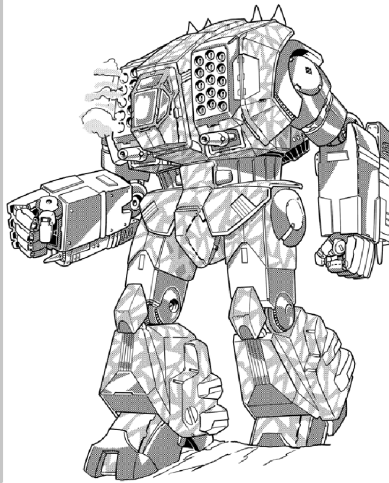
### WARRIOR DATA

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

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

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
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	Angel ECM Suite	RA	0	—	—	—	—	6
1	ER Large Laser	RA	12	8	—	7	14	19
1	ER Large Laser	LA	12	8	—	7	14	19
1	Void-Signature System	MULTI	10	—	—	—	—	—



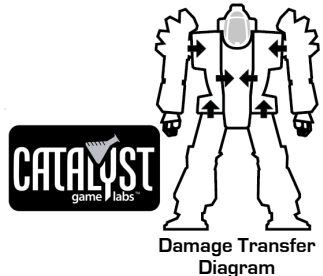
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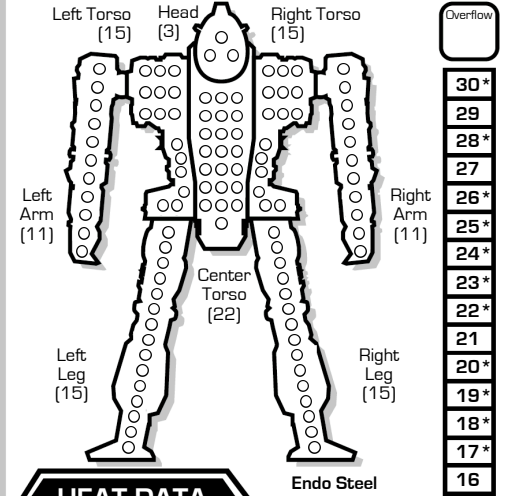
### CRITICAL HIT TABLE

Part	Hit Location	Effects
<b>Left Arm</b>	1. Shoulder	
	2. Upper Arm Actuator	
	3. Lower Arm Actuator	
	4. Hand Actuator	
	5. ER Large Laser	
	6. ER Large Laser	
<b>Center Torso</b>	1. Void-Signature System	
	2. Endo Steel	
	3. Endo Steel	
	4. Endo Steel	
	5. Endo Steel	
	6. Endo Steel	
<b>Left Torso</b>	1. XL Engine	
	2. XL Engine	
	3. XL Engine	
	4. LRM 15	
	5. LRM 15	
	6. LRM 15	
<b>Right Torso</b>	1. XL Engine	
	2. XL Engine	
	3. XL Engine	
	4. LRM 15	
	5. LRM 15	
	6. LRM 15	
<b>Left Leg</b>	1. Hip	
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. Void-Signature System	
	6. Endo Steel	
<b>Right Leg</b>	1. Hip	
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. Void-Signature System	
	6. Endo Steel	

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 [24]
28	Ammo Exp. avoid on 8+	Double ○○
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	