

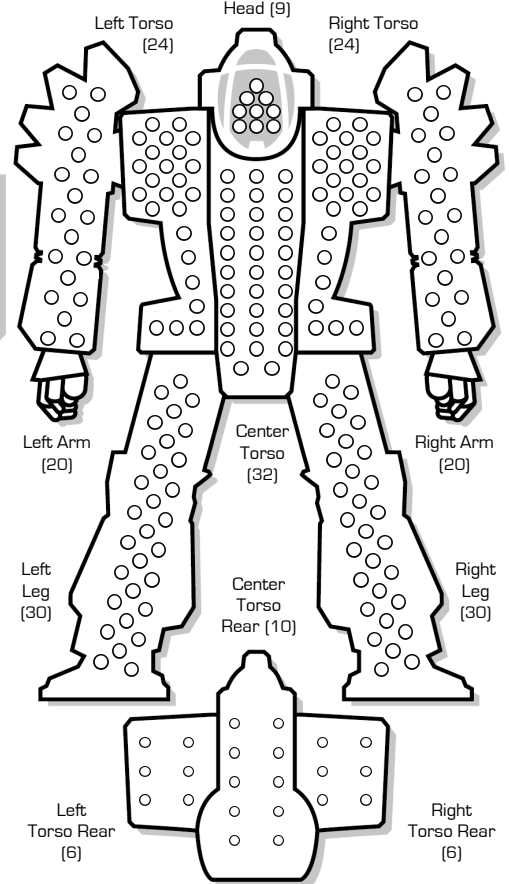
# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 211

### ARMOR DIAGRAM

Ferro-Fibrous



### 'MECH DATA

Type: Archer C 2

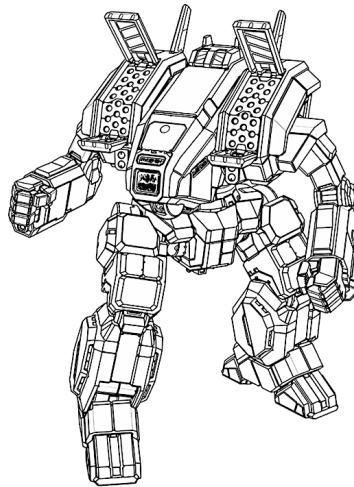
Movement Points: **Tonnage:** 70  
 Walking: 4 **Tech Base:** Clan  
 Running: 6 **Rules Level:** Standard  
 Jumping: 0 **Role:** Brawler

### 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
1	LRM 20 w/ Artemis IV FCS	RT	6	1/Msl	—	7	14	21
1	Streak SRM 4	RT	3	2/Msl	—	4	8	12
1	LRM 20 w/ Artemis IV FCS	LT	6	1/Msl	—	7	14	21
1	Streak SRM 4	LT	3	2/Msl	—	4	8	12
1	Medium Pulse Laser	RA	4	7	—	4	8	12
1	Medium Pulse Laser	LA	4	7	—	4	8	12

BV: 2,167

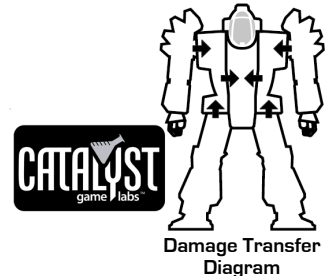


### CRITICAL HIT TABLE

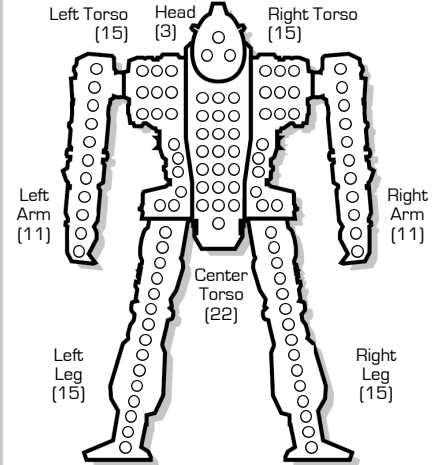
- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Pulse Laser
  - Ferro-Fibrous
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Left Torso (CASE)**
- LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - Artemis IV FCS
  - Streak SRM 4
- 1-3**
- Ammo (Streak SRM 4) 25
  - Ammo (LRM 20 Artemis IV) 6
  - Ammo (LRM 20 Artemis IV) 6
  - Ammo (LRM 20 Artemis IV) 6
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6**

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Ferro-Fibrous
  - Sensors
  - Life Support
- 1-3**
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
- 4-6**
- Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Pulse Laser
  - Ferro-Fibrous
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Right Torso (CASE)**
- LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - Artemis IV FCS
  - Streak SRM 4
- 1-3**
- Ammo (Streak SRM 4) 25
  - Ammo (LRM 20 Artemis IV) 6
  - Ammo (LRM 20 Artemis IV) 6
  - Ammo (LRM 20 Artemis IV) 6
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6**



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects
30*	Shutdown
29	Ammo Exp. avoid on 8+
28*	Shutdown, avoid on 10+
27	-5 Movement Points
26*	+4 Modifier to Fire
25*	Ammo Exp. avoid on 6+
24*	Shutdown, avoid on 8+
23*	-4 Movement Points
22*	Ammo Exp. avoid on 4+
21	Shutdown, avoid on 6+
20*	+3 Modifier to Fire
19*	-3 Movement Points
18*	Shutdown, avoid on 4+
17*	+2 Modifier to Fire
16	-2 Movement Points
15*	+1 Modifier to Fire
14*	-1 Movement Points
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

### 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	○○○