

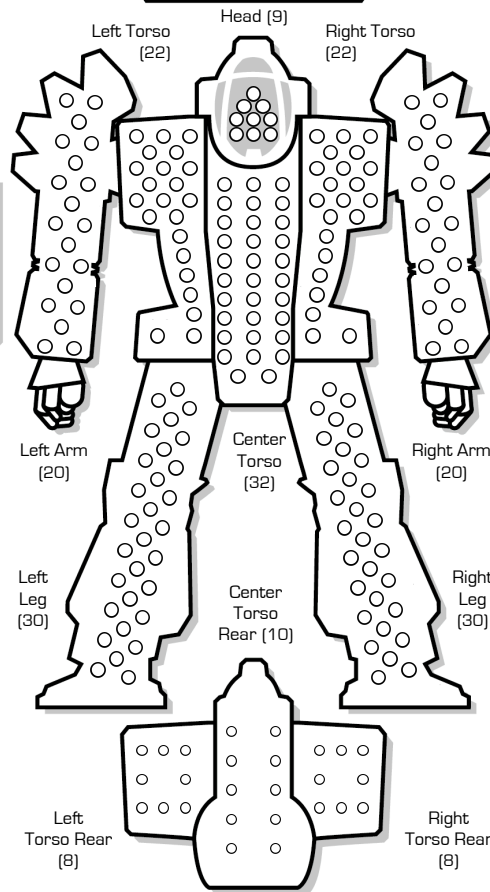
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 211

ARMOR DIAGRAM

Ferro-Fibrous



'MECH DATA

Type: Archer (Wolf)

Movement Points: Tonnage: 70
 Walking: 4 Tech Base: Clan
 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	Anti-Missile System	H	1	—	—	—	—	—
2	Small Pulse Laser	CT (R)	2	3	—	2	4	6
1	LRM 20 w/ Artemis IV FCS	RT	6	1/Msl	—	7	14	21
1	ECM Suite	LT	0	—	—	—	—	6
1	LRM 20 w/ Artemis IV FCS	LT	6	1/Msl	—	7	14	21
1	ER Large Laser	RA	12	10	—	8	15	25
1	ER Large Laser	LA	12	10	—	8	15	25

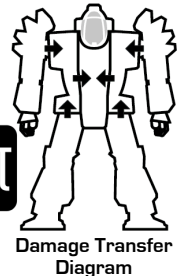
BV: 2,365



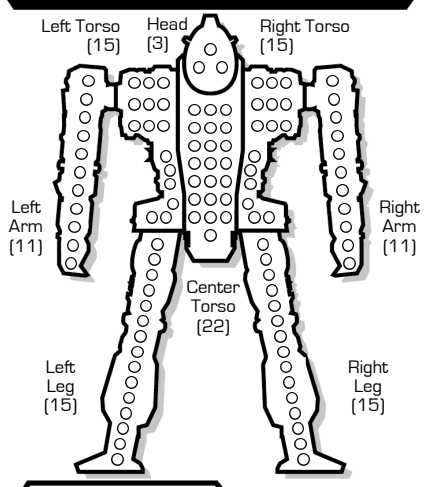
CRITICAL HIT TABLE

Hit Location	1-3	4-6
Head	1. Life Support 2. Sensors 3. Cockpit 4. Anti-Missile System 5. Sensors 6. Life Support	
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Large Laser 6. Ferro-Fibrous	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Roll Again 6. Roll Again
Center Torso	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Roll Again 6. Roll Again	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Right Torso (CASE)	1. [Double Heat Sink 2. [Double Heat Sink 3. [LRM 20 4. [LRM 20 5. [LRM 20 6. [LRM 20	1. [Double Heat Sink 2. [Double Heat Sink 3. [LRM 20 4. [LRM 20 5. [LRM 20 6. [LRM 20
Left Torso (CASE)	1. [Double Heat Sink 2. [Double Heat Sink 3. [LRM 20 4. [LRM 20 5. [LRM 20 6. [LRM 20	1. [Double Heat Sink 2. [Double Heat Sink 3. [LRM 20 4. [LRM 20 5. [LRM 20 6. [LRM 20
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Large Laser 6. Endo Steel	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. [Double Heat Sink 6. [Double Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. [Double Heat Sink 6. [Double Heat Sink
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. [Double Heat Sink 6. [Double Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. [Double Heat Sink 6. [Double Heat Sink

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



INTERNAL STRUCTURE DIAGRAM



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
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks:
15 [30]		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	