

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Archer ARC-9KC

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Sniper

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

|                 |   |   |   |    |    |      |
|-----------------|---|---|---|----|----|------|
| Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory

(hexes)

| Qty | Type             | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | Light PPC        | LA  | 5  | 5 [DE]  | 3   | 6   | 12  | 18  |
| 1   | Light PPC        | RA  | 5  | 5 [DE]  | 3   | 6   | 12  | 18  |
| 2   | MML 5            | LT  | 3  | [M,C,S] |     |     |     |     |
|     | LRM              |     |    | 1/Msl   | 6   | 7   | 14  | 21  |
|     | SRM              |     |    | 2/Msl   | —   | 3   | 6   | 9   |
| 2   | MML 5            | RT  | 3  | [M,C,S] |     |     |     |     |
|     | LRM              |     |    | 1/Msl   | 6   | 7   | 14  | 21  |
|     | SRM              |     |    | 2/Msl   | —   | 3   | 6   | 9   |
| 1   | C3 Boosted Slave | CT  | —  | [E]     | —   | —   | —   | —   |
| 1   | ER Medium Laser  | HD  | 5  | 5 [DE]  | —   | 4   | 8   | 12  |

Ammo: (MML 5/LRM) 72, (MML 5/SRM) 60

BV: 1,361



### CRITICAL TABLE

#### Left Arm

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

1-3

- Double Heat Sink
- Light PPC
- Light PPC
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Torso

- MML 5
- MML 5
- MML 5
- MML 5
- MML 5
- MML 5
- Ammo (MML 5/LRM) 24
- Ammo (MML 5/LRM) 24
- Ammo (MML 5/SRM) 20
- Endo Steel
- Endo Steel
- Roll Again

1-3

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- C3 Boosted Slave
- C3 Boosted Slave

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

1-3

- Double Heat Sink
- Light PPC
- Light PPC
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Torso

- MML 5
- MML 5
- MML 5
- MML 5
- MML 5
- MML 5
- Ammo (MML 5/LRM) 24
- Ammo (MML 5/SRM) 20
- Ammo (MML 5/SRM) 20
- Endo Steel
- Endo Steel
- Roll Again

1-3

4-6

#### Right Leg

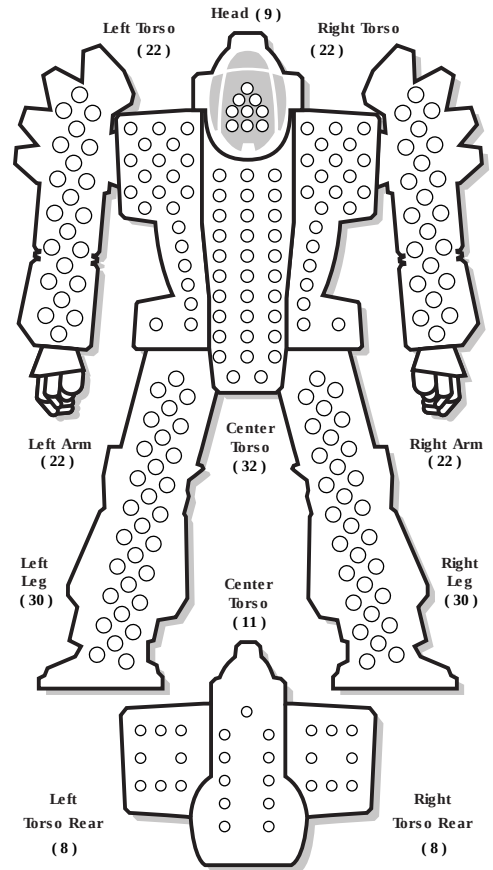
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram

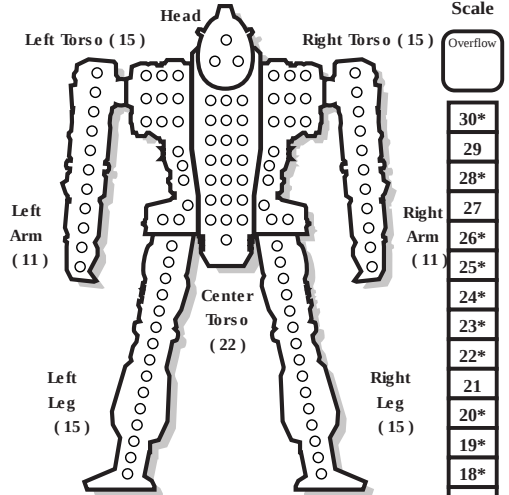
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 13 (26) |
|-------------|------------------------|----------------------------|
| 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

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   |