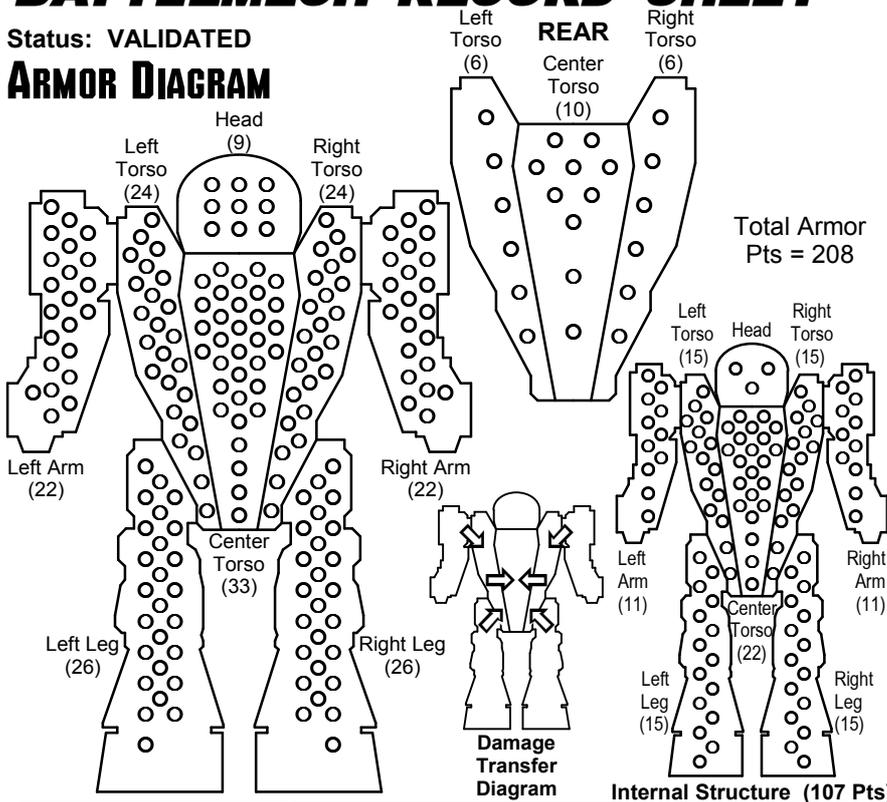


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Archer ARC-2R**

Mass: **70 tons**

Movement Points: **Tech, Config. & Level:**

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 1 / 3025**

Weapons Inventory: (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------|-------|----|-------|-----|-----|-----|-----|
| 1 | LRM 20 | RT | 6 | 1/hit | 6 | 7 | 14 | 21 |
| 1 | LRM 20 | LT | 6 | 1/hit | 6 | 7 | 14 | 21 |
| 1 | Medium Laser | RA | 3 | 5 | - | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 | - | 3 | 6 | 9 |
| 2 | Medium Laser | CT(R) | 3 | 5 | - | 3 | 6 | 9 |

Ammo Type: Rounds: BV:
 LRM 20 24 138

Total Heat Sinks: 10 Single

oooooooooooo

Auto Eject: Weapon Heat:
 Operational Disabled **(24)**

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- LRM 20
- Ammo (LRM 20) 6

- Ammo (LRM 20) 6
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Laser (R)
 - Medium Laser (R)

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

Battle Value: **1,117**
 Weapon Value: **1,067 / 1,067**
 Cost, C-Bills: **6,384,974**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- LRM 20
- Ammo (LRM 20) 6

- Ammo (LRM 20) 6
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

HEAT SCALE

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

