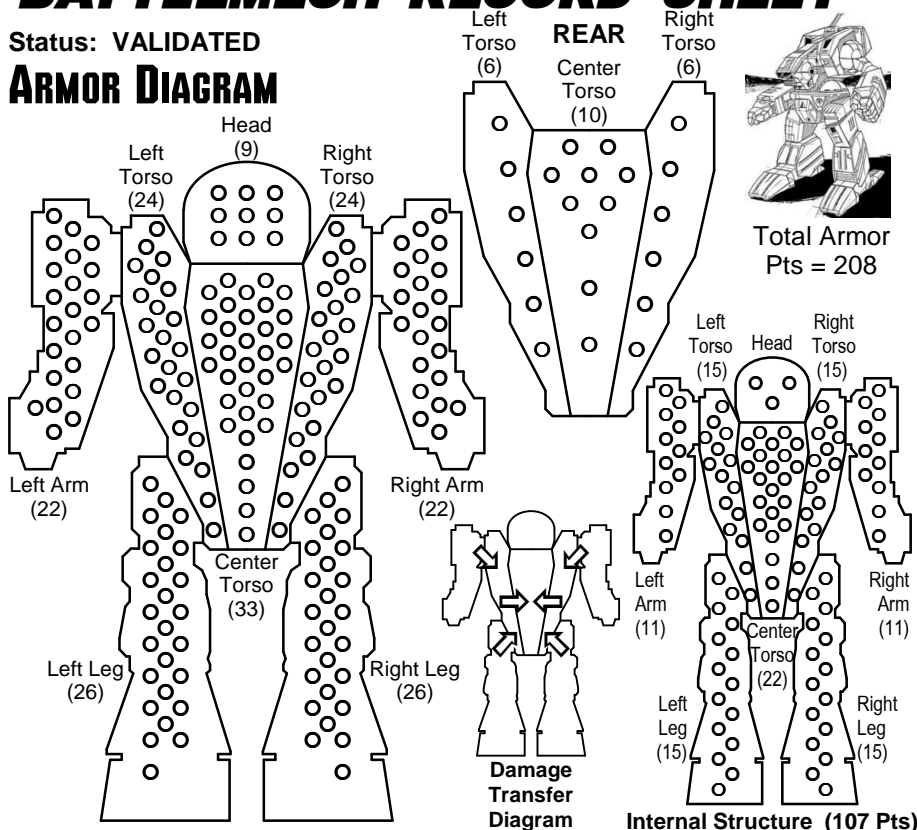


BATTLETECH®

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: LRM 20 Rounds: 24 BV: 103

Total Heat Sinks: 10 Single
 ○○○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: (24)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser <p>1-3</p> <ol style="list-style-type: none"> <h4>Left Torso</h4> <ol style="list-style-type: none"> LRM 20 LRM 20 LRM 20 LRM 20 LRM 20 Ammo (LRM 20) 6 Ammo (LRM 20) 6 <p>1-3</p> <ol style="list-style-type: none"> <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator <p>4-6</p>	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Sensors Life Support <p>1-3</p> <ol style="list-style-type: none"> <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro Gyro Fusion Engine Fusion Engine Fusion Engine Medium Laser (R) Medium Laser (R) <p>1-3</p> <ol style="list-style-type: none"> <p>4-6</p> <ol style="list-style-type: none"> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1 117 Weapon Value: 1 067 / 1 067 Cost, C-Bills: 6 384 974</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser <p>1-3</p> <ol style="list-style-type: none"> <h4>Right Torso</h4> <ol style="list-style-type: none"> LRM 20 LRM 20 LRM 20 LRM 20 LRM 20 Ammo (LRM 20) 6 Ammo (LRM 20) 6 <p>1-3</p> <ol style="list-style-type: none"> <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator <p>4-6</p>
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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	

