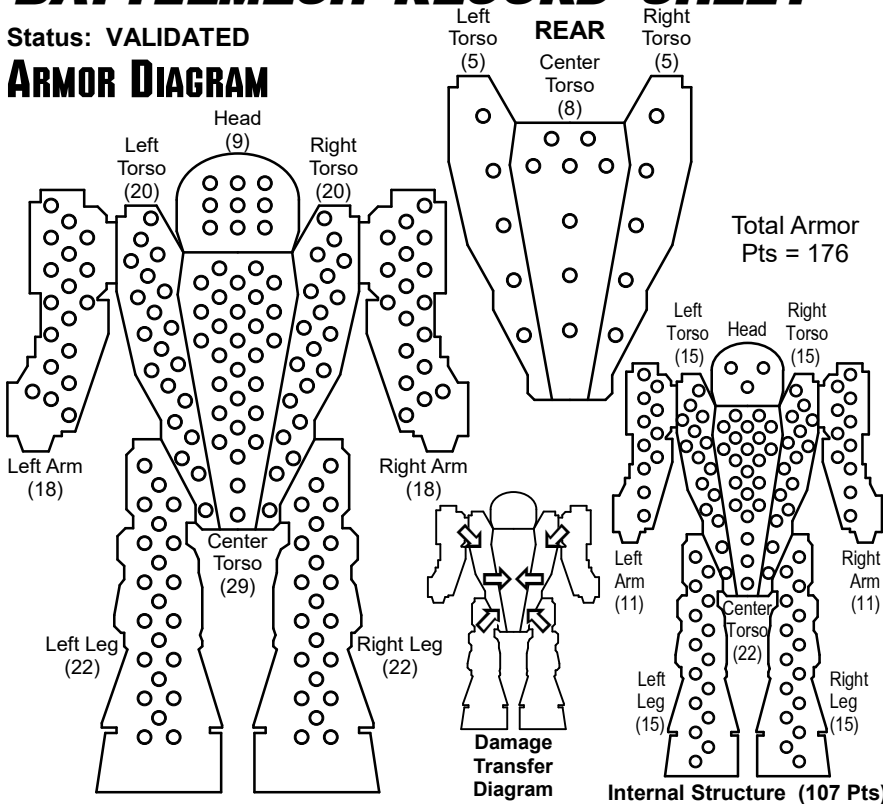


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Archer ARC-2K**
 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 15	LT	5	1/hit	6	7	14	21
1	LRM 15	RT	5	1/hit	6	7	14	21
1	Large Laser	LA	8	8	-	5	10	15
1	Large Laser	RA	8	8	-	5	10	15

Ammo Type: **Rounds:** **BV2:**
 LRM 15 32 85

Total Heat Sinks: 12 Single
 ○○○○○○○○○○○○ ○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(26)**

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

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 Point
4	
3	
2	
1	
0	

WZK GAMES

CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Large Laser Large Laser <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support 	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Large Laser Large Laser <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again
<h4>Left Torso</h4> <ol style="list-style-type: none"> LRM 15 LRM 15 LRM 15 Ammo (LRM 15) 8 Ammo (LRM 15) 8 Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	<h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Single Heat Sink Roll Again <p>4-6</p>	<h4>Right Torso</h4> <ol style="list-style-type: none"> LRM 15 LRM 15 LRM 15 Ammo (LRM 15) 8 Ammo (LRM 15) 8 Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again
<h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,356 Weapon Value: 944 / 944 Cost, C-Bills: 6,170,774</p>	<h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again