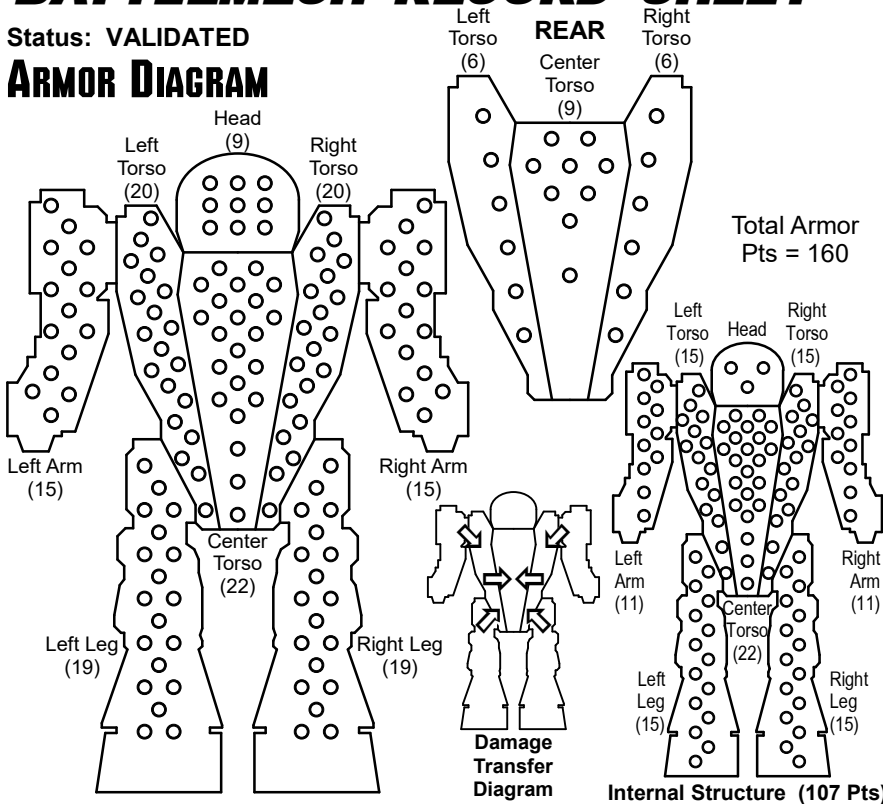


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Archer ARC-2W**
 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	SRM 4	LT	3	2/hit	-	3	6	9
1	SRM 4	RT	3	2/hit	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9

Ammo Type: Rounds: BV2:
 LRM 20 24 115
 SRM 4 25 6

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

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

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

** Avoid Inferno explosion on..

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

WZGAMES

CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>
<h4>Left Torso</h4> <ol style="list-style-type: none"> LRM 20 LRM 20 LRM 20 LRM 20 LRM 20 SRM 4 <p>1-3</p> <ol style="list-style-type: none"> Ammo (LRM 20) 6 Ammo (LRM 20) 6 Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<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 Ammo (SRM 4) 25 Roll Again <p>4-6</p>	<h4>Right Torso</h4> <ol style="list-style-type: none"> LRM 20 LRM 20 LRM 20 LRM 20 LRM 20 SRM 4 <p>1-3</p> <ol style="list-style-type: none"> Ammo (LRM 20) 6 Ammo (LRM 20) 6 Roll Again Roll Again Roll Again Roll Again <p>4-6</p>
<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: 1,338 Weapon Value: 837 / 837 Cost, C-Bills: 6,447,874</p>	<h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again