

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Archer ARC-2S

Movement Points: Tonnage: 70

Walking: 4 Tech Base: Inner Sphere  
(Introductory)

Running: 6

Jumping: 0 Era: Late Succession Wars

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT (R)	3	5	-	3	6	9
1	LRM 15	RT	5	1/Msl	6	7	14	21
1	SRM 4	RT	3	2/Msl	-	3	6	9
1	LRM 15	LT	5	1/Msl	6	7	14	21
1	SRM 4	LT	3	2/Msl	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

Cost: 6,129,973

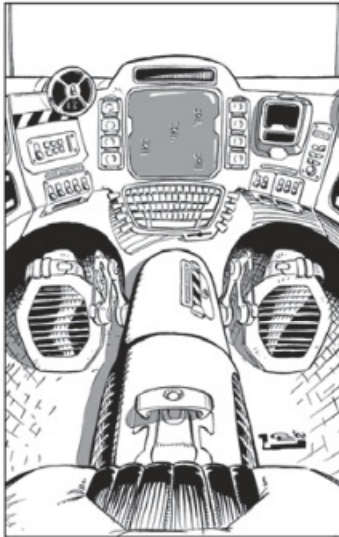
BV: 1,951

### WARRIOR DATA

Name: Horhiro (Player 8)

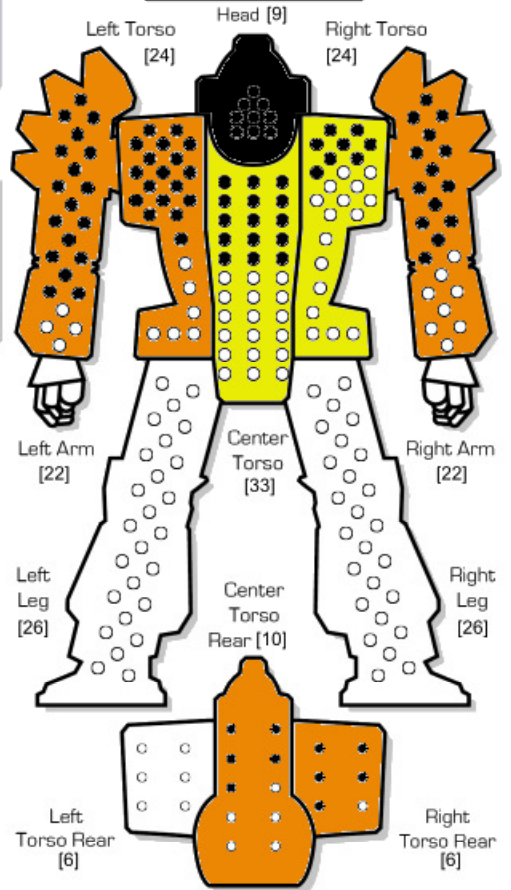
Gunnery Skill: 2 Piloting Skill: 5

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



Armor Factor = 208

### ARMOR DIAGRAM



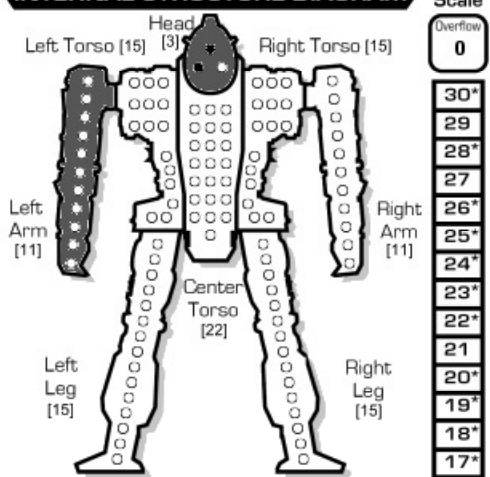
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Roll Again
<b>Center Torso</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. LRM 15	2. LRM 15	3. LRM 15	4. SRM 4	5. Ammo (LRM 15) 0	6. Ammo (LRM 15) 4
<b>Right Torso</b>	1. LRM 15	2. LRM 15	3. LRM 15	4. SRM 4	5. Ammo (LRM 15) 0	6. Ammo (LRM 15) 4
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 Single
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	