

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Archer ARC-2R-k

Movement Points: **70** Tonnage: **70**
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 2474
 Jumping: 0 D/C-E-D-A

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Ht	Dmg	m	S	M	L	X
1	LRM-20	LT	6	1/m	6	7	14	21	28
1	LRM-20	RT	6	1/m	6	7	14	21	28
1	Medium Laser	LA	3	5	-	3	6	9	12
1	Medium Laser	RA	3	5	-	3	6	9	12

Ammunition Type	Rounds
LRM-20	24 ○○○○○○○○○○○○○○○○○○○

Cost: 6,051,773 C-Bills BV: 2,378 (Base: 1,477)
 Weapon Heat (18)
 Dissipation (12)

WARRIOR DATA

Name: [Akai Oni (DC)]
 Gunnery Skill: 2 Piloting Skill: 4
 Hits Taken:

1	2	3	4	5	6
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 Consciousness:

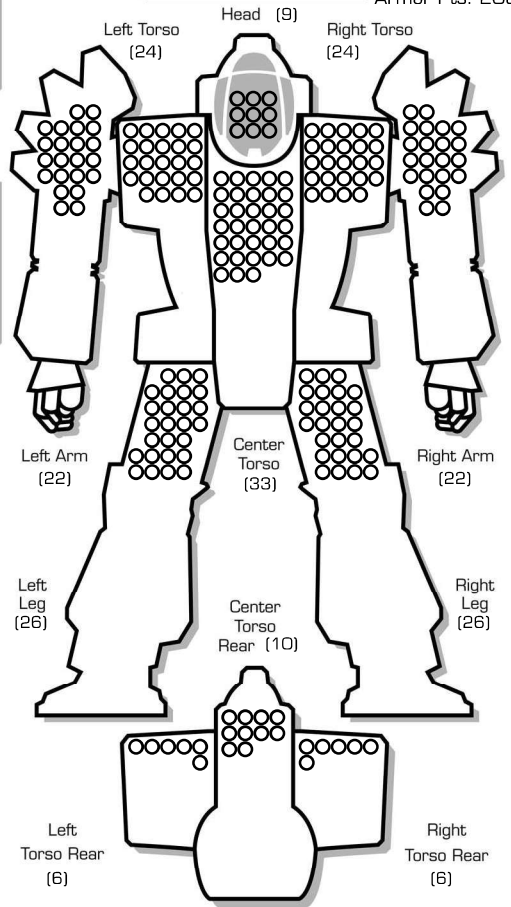
3	5	7	10	11	Dead
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 Pilot Edge: ○○○○



ARMOR DIAGRAM

Armor Pts: 208



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. Medium Laser
 - 6. Roll Again
- 1-3
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Left Torso

- 1. LRM-20
 - 2. LRM-20
 - 3. LRM-20
 - 4. LRM-20
 - 5. LRM-20
 - 6. Ammo (LRM 20) 6
- 1-3
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Heat Sink
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
 - 2. Fusion Engine
 - 3. Fusion Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1-3
- 1. Gyro
 - 2. Fusion Engine
 - 3. Fusion Engine
 - 4. Fusion Engine
 - 5. Ammo (LRM 20) 6
 - 6. Ammo (LRM 20) 6
- 4-6

Right Arm

- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. Medium Laser
 - 6. Roll Again
- 1-3
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6

Right Torso

- 1. LRM-20
 - 2. LRM-20
 - 3. LRM-20
 - 4. LRM-20
 - 5. LRM-20
 - 6. Ammo (LRM 20) 6
- 1-3
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- 4-6

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

HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	crit/LT	crit/CT	crit/RT
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

Left Leg

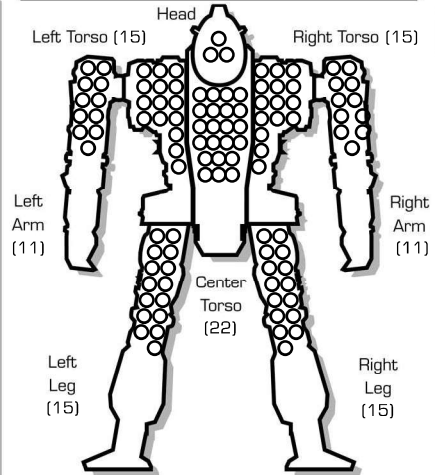
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Heat Scale



Heat Level*	Effects	Heat Sinks:
30*	Shutdown	12 Single
29		
28*		
27		
26*		
25*		
24*		
23*		
22*		
21		
20*		
19*		
18*		
17*		
16		
15*		
14*		
13*		
12		
11		
10*		
9		
8*		
7		
6		
5*		
4		
3		
2		
1		
0		

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 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	