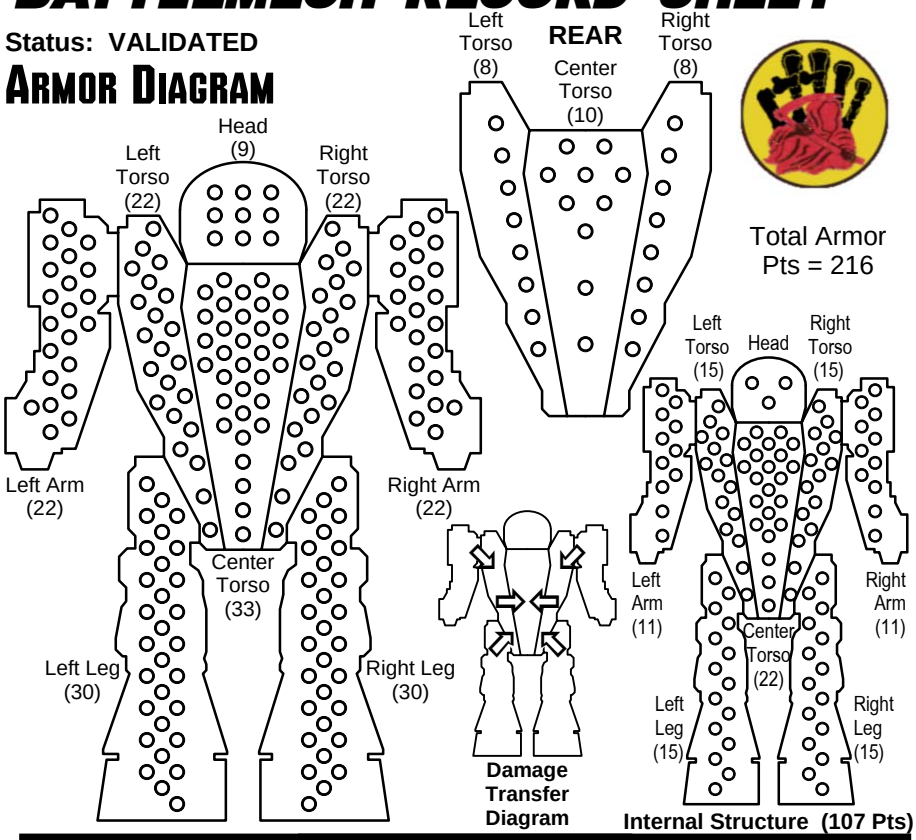
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

Armor Diagram



Total Armor Pts = 216

Internal Structure (107 Pts)

'Mech Data

Type: Archer ARC-5HOD
Mass: 70 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 4	Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	LRM 15 w/ Artemis IV	RT	5	1/hit	6	7	14	21
1	LRM 15 w/ Artemis IV	LT	5	1/hit	6	7	14	21
1	ER Large Laser	CT	12	8	-	7	14	19

Ammo Type:	Rounds:	BV:
LRM 15	32	111

Total Heat Sinks: 11 Double (22)
OOOOOOOOOO O

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (22)

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

Left Arm
1-3
1, Shoulder
2, Upper Arm Actuator
3, Lower Arm Actuator
4, Hand Actuator
5, *Endo Steel*
6, *Endo Steel*

4-6
1, *Roll Again*
2, *Roll Again*
3, *Roll Again*
4, *Roll Again*
5, *Roll Again*
6, *Roll Again*

Left Torso
1-3
1, LRM 15
2, LRM 15
3, LRM 15
4, Artemis IV FCS
5, Ammo (LRM 15) 8
6, Ammo (LRM 15) 8

4-6
1, Jump Jet
2, Jump Jet
3, *Endo Steel*
4, *Endo Steel*
5, *Endo Steel*
6, CASE

Left Leg
1, Hip
2, Upper Leg Actuator
3, Lower Leg Actuator
4, Foot Actuator
5, *Endo Steel*
6, *Endo Steel*

Head
1, Life Support
2, Sensors
3, Cockpit
4, *Roll Again*
5, Sensors
6, Life Support

Center Torso
1-3
1, Fusion Engine
2, Fusion Engine
3, Fusion Engine
4, Gyro
5, Gyro
6, Gyro

4-6
1, Gyro
2, Fusion Engine
3, Fusion Engine
4, Fusion Engine
5, ER Large Laser
6, ER Large Laser

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **1.610**
Weapon Value: **1.798 / 1.601**
Cost, C-Bills: **7.556.274**

Right Arm
1-3
1, Shoulder
2, Upper Arm Actuator
3, Lower Arm Actuator
4, Hand Actuator
5, *Endo Steel*
6, *Endo Steel*

4-6
1, *Roll Again*
2, *Roll Again*
3, *Roll Again*
4, *Roll Again*
5, *Roll Again*
6, *Roll Again*

Right Torso
1-3
1, LRM 15
2, LRM 15
3, LRM 15
4, Artemis IV FCS
5, Ammo (LRM 15) 8
6, Ammo (LRM 15) 8

4-6
1, Jump Jet
2, Jump Jet
3, *Endo Steel*
4, *Endo Steel*
5, *Endo Steel*
6, CASE

Right Leg
1, Hip
2, Upper Leg Actuator
3, Lower Leg Actuator
4, Foot Actuator
5, *Endo Steel*
6, *Endo Steel*

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	

FASA

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