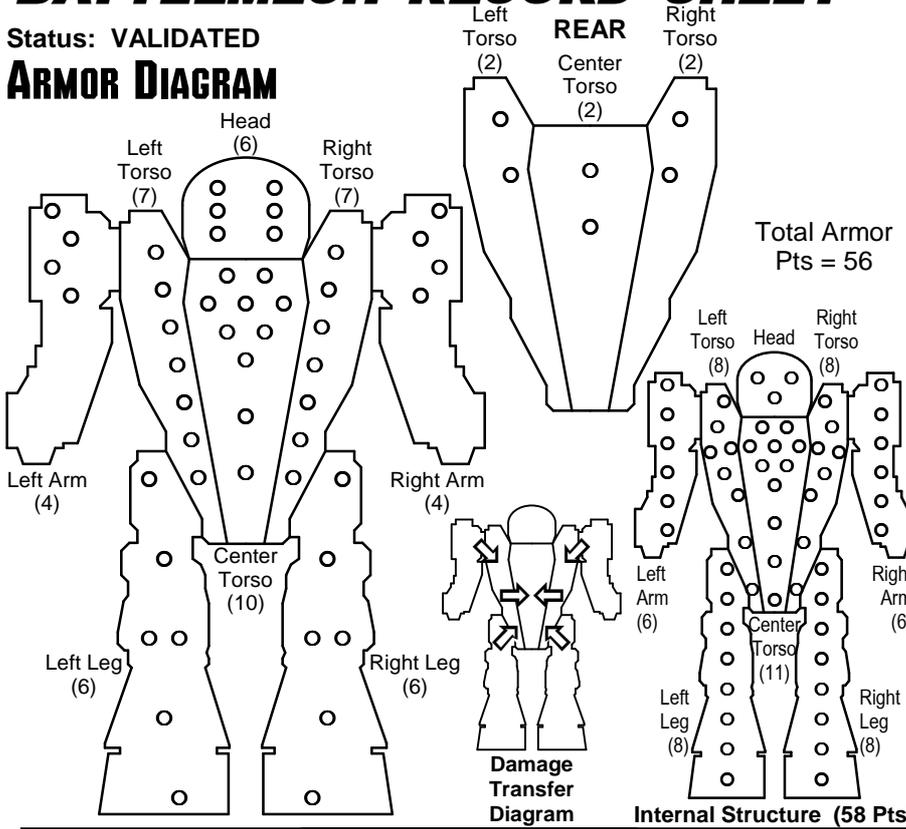


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Jenner JR7-A1**  
 Mass: **35 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **7** Inner Sphere  
 Running: **11** Biped 'Mech  
 Jumping: **6** Level 1 / 2750

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Large Laser	CT	8	8	-	5	10	15

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:  Operational  Disabled  
 Weapon Heat: **(14)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: **4** Piloting Skill: **5**

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

### CRITICAL HIT TABLE

<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Medium Laser</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Single Heat Sink</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Large Laser</li> <li>Large Laser</li> </ol>	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Medium Laser</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
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Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **833**  
 Weapon Value: **234 / 234**  
 Cost, C-Bills: **3.205.125**

### 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	

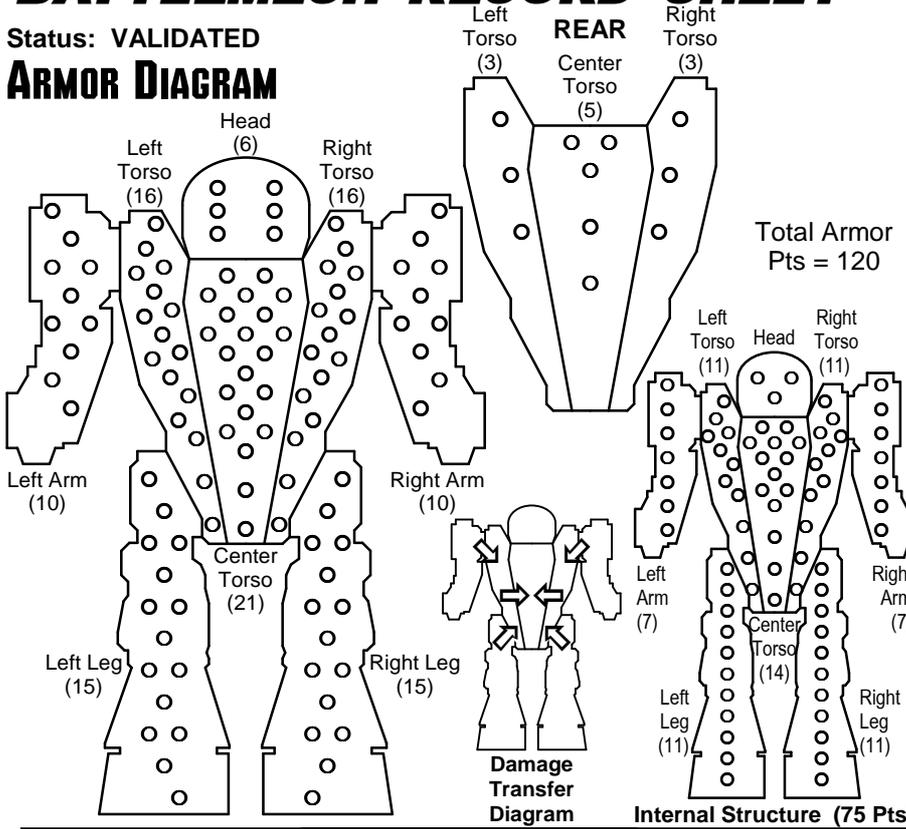


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Phoenix Hawk PXH-1A**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Running: **9**

Jumping: **6**

**Inner Sphere**

**Biped 'Mech**

**Level 1 / 2750**

### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/2	RA	1	2	4	8	16	24
1	Small Laser	RA	1	3	-	1	2	3
1	Machine Gun	RA	0	2	-	1	2	3
1	Small Laser	LA	1	3	-	1	2	3
1	Machine Gun	LA	0	2	-	1	2	3

Ammo Type: Rounds: BV2:

Autocannon/2 45 11

Machine Gun 100 1

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:

Operational  Disabled

Weapon Heat:

**(3)**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: **4**

Piloting Skill: **5**

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Laser
- Machine Gun

1-3

- Roll Again

4-6

#### Left Torso

- Ammo (MG) 100
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

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

Battle Value: **745**

Weapon Value: **161 / 161**

Cost, C-Bills: **3.941.390**

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Autocannon/2
- Small Laser

1-3

- Machine Gun
- Roll Again

4-6

#### Right Torso

- Ammo (AC/2) 45
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

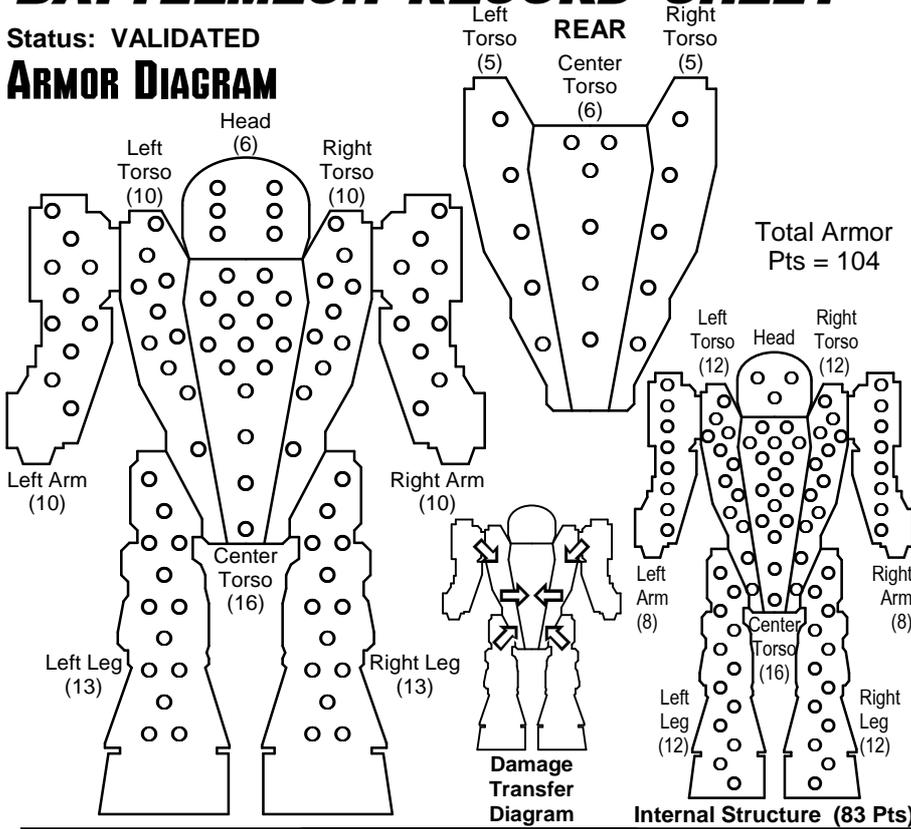


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Chameleon CHM-1A**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**

Running: **9**

Jumping: **6**

**Inner Sphere**

**Biped 'Mech**

**Level 1 / 2750**

### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Machine Gun	RA	0	2	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
1	Machine Gun	LA	0	2	-	1	2	3
2	Small Laser	RT	1	3	-	1	2	3
2	Small Laser	LT	1	3	-	1	2	3

Ammo Type: Machine Gun      Rounds: 100      BV2: 1

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:  Operational     Disabled      Weapon Heat: **(18)**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: **4**      Piloting Skill: **5**

Hits Taken

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



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Machine Gun

1-3

- Roll Again

4-6

#### Left Torso

- Small Laser
- Small Laser
- Ammo (MG) 100
- Jump Jet
- Jump Jet
- Roll Again

1-3

- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

Battle Value: **1.024**  
 Weapon Value: **397 / 397**  
 Cost, C-Bills: **4.632.750**

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

- Medium Laser
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Small Laser
- Small Laser
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again

1-3

- Roll Again

4-6

#### Right Leg

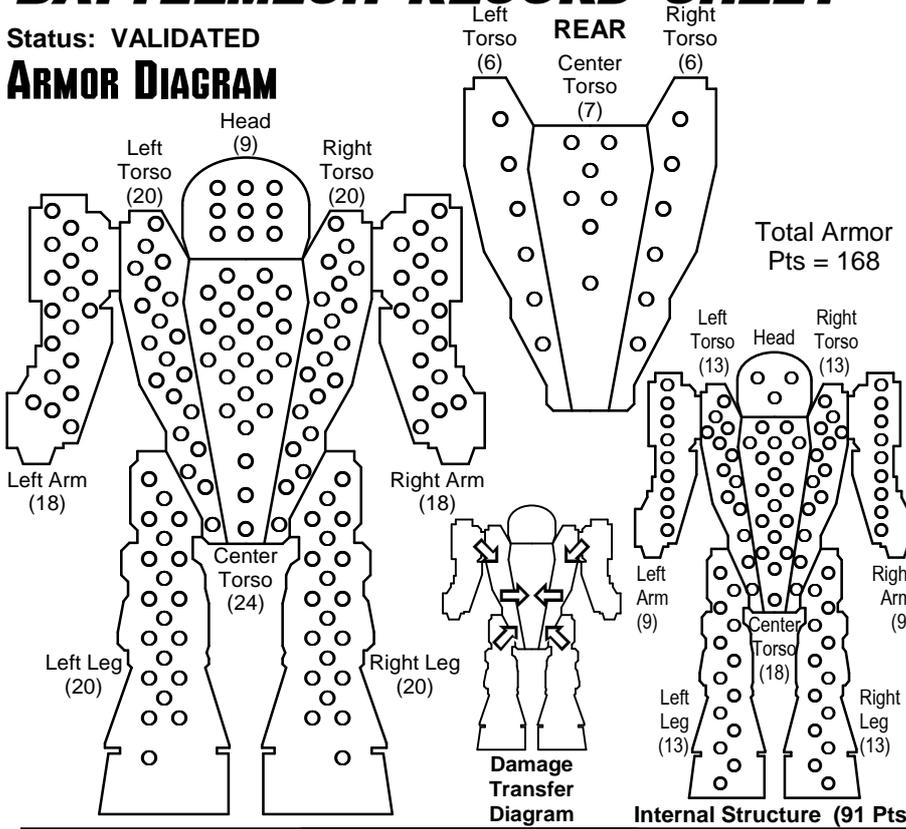
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Griffin GRF-1A**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Running: **8**

Jumping: **5**

**Inner Sphere**

**Biped 'Mech**

**Level 1 / 2750**

### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RA	3	2/hit	-	3	6	9
2	Machine Gun	LA	0	2	-	1	2	3
1	LRM 10	RT	4	1/hit	6	7	14	21

### Ammo Type: Rounds: BV2:

SRM 4	50	20
Machine Gun	200	2
LRM 10	24	44

### Total Heat Sinks: 12 Single

oooooooooooo oo

Auto Eject:

Operational  Disabled

Weapon Heat:

(7)

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: **4**

Piloting Skill: **5**

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

1-3

- Ammo (MG) 200
- Roll Again

4-6

#### Left Torso

- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again

1-3

- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Single Heat Sink
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Engine Hits	ooo
Gyro Hits	oo
Sensor Hits	oo
Life Support	o

Battle Value: **1.061**

Weapon Value: **453 / 453**

Cost, C-Bills: **4.856.356**

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- Ammo (SRM 4) 25

1-3

- Ammo (SRM 4) 25
- Roll Again

4-6

#### Right Torso

- LRM 10
- LRM 10
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again

1-3

- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### HEAT SCALE

30	** Avoid Inferno explosion on.. 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	

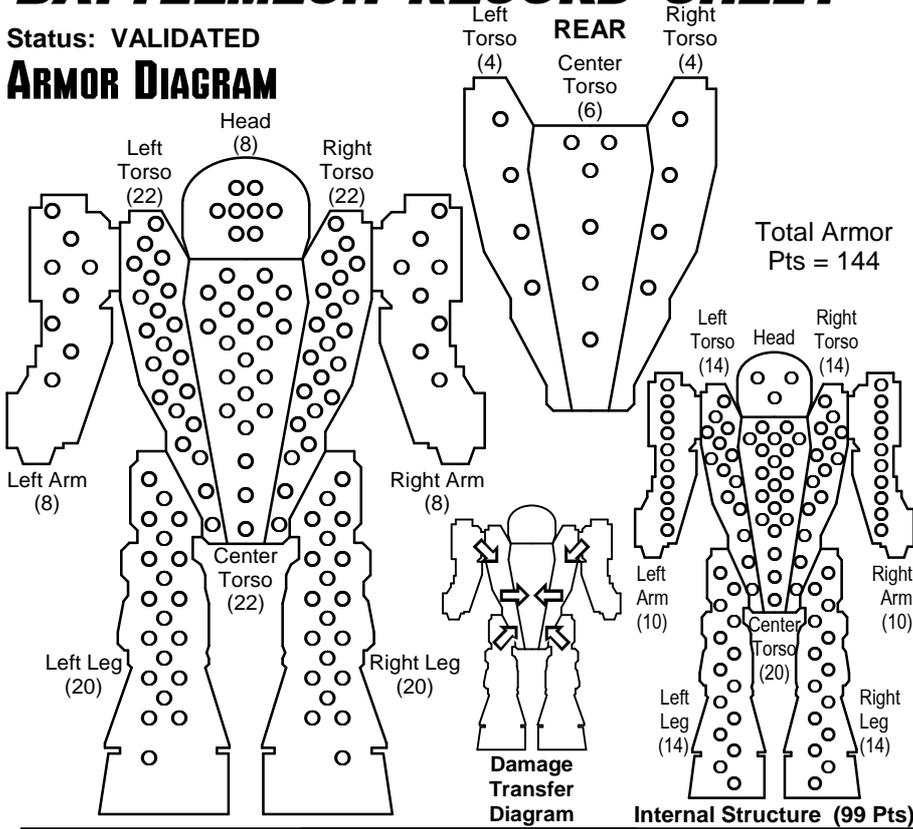
WIZKID GAMES

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Ostroc OSR-1A**  
 Mass: **60 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **5** Inner Sphere  
 Running: **8** Biped 'Mech  
 Jumping: **0** Level 1 / 2750

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RA	3	2/hit	-	3	6	9
1	SRM 4	LA	3	2/hit	-	3	6	9
1	Large Laser	RT	8	8	-	5	10	15
1	Medium Laser	RT	3	5	-	3	6	9
1	Large Laser	LT	8	8	-	5	10	15
1	Medium Laser	LT	3	5	-	3	6	9

**Ammo Type:** SRM 4      **Rounds:** 25      **BV2:** 7

**Total Heat Sinks:** 12 Single  
 ○○○○○○○○○○○○ ○○  
**Auto Eject:**  Operational  Disabled      **Weapon Heat:** (28)

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: **4**      Piloting Skill: **5**

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

### HEAT SCALE

30	** Avoid Inferno explosion on.. 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	



### CRITICAL HIT TABLE

<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>SRM 4</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Large Laser</li> <li>Large Laser</li> <li>Medium Laser</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Ammo (SRM 4) 25</li> <li>Roll Again</li> </ol> <p>4-6</p>	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>SRM 4</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Large Laser</li> <li>Large Laser</li> <li>Medium Laser</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
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**Engine Hits** ○○○○

**Gyro Hits** ○○

**Sensor Hits** ○○

**Life Support** ○

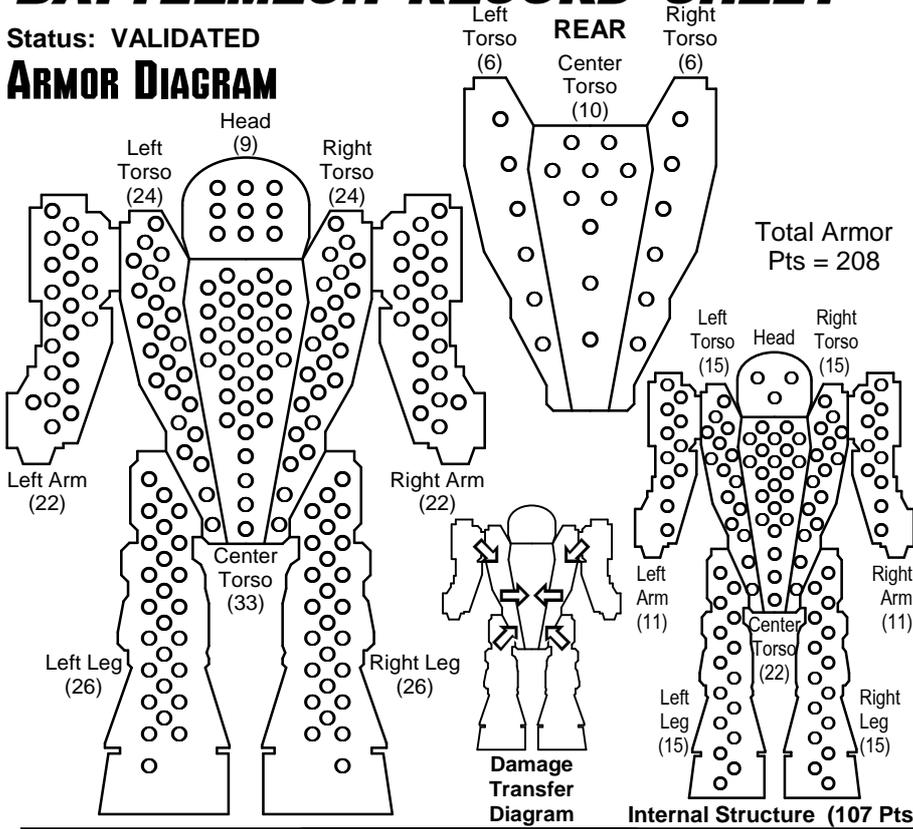
Battle Value: **1.223**  
 Weapon Value: **681 / 681**  
 Cost, C-Bills: **5.102.400**

# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor  
Pts = 208

Internal Structure (107 Pts)

Damage  
Transfer  
Diagram

### CRITICAL HIT TABLE

#### Left Arm

- 1, Shoulder
- 2, Upper Arm Actuator
- 3, Lower Arm Actuator
- 1-3, Hand Actuator
- 4, Roll Again
- 5, Roll Again
- 1, Roll Again
- 2, Roll Again
- 3, Roll Again
- 4-6, Roll Again
- 4, Roll Again
- 5, Roll Again
- 6, Roll Again

#### Left Torso

- 1, Autocannon/10
- 2, Autocannon/10
- 3, Autocannon/10
- 1-3, Autocannon/10
- 4, Autocannon/10
- 5, Autocannon/10
- 6, Autocannon/10
- 1, Autocannon/10
- 2, Ammo (AC/10) 10
- 3, Ammo (AC/10) 10
- 4-6, Machine Gun
- 4, Machine Gun
- 5, Machine Gun
- 6, Medium Laser

#### Left Leg

- 1, Hip
- 2, Upper Leg Actuator
- 3, Lower Leg Actuator
- 4, Foot Actuator
- 5, Single Heat Sink
- 6, Single Heat Sink

#### Head

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

#### Center Torso

- 1, Fusion Engine
- 2, Fusion Engine
- 3, Fusion Engine
- 1-3, Gyro
- 4, Gyro
- 5, Gyro
- 6, Gyro
- 1, Gyro
- 2, Fusion Engine
- 3, Fusion Engine
- 4-6, Fusion Engine
- 4, Fusion Engine
- 5, Ammo (MG) 200
- 6, Roll Again

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

Battle Value: **1.258**  
 Weapon Value: **1.266 / 1.266**  
 Cost, C-Bills: **5.402.940**

#### Right Arm

- 1, Shoulder
- 2, Upper Arm Actuator
- 3, Lower Arm Actuator
- 1-3, Hand Actuator
- 4, Roll Again
- 5, Roll Again
- 6, Roll Again
- 1, Roll Again
- 2, Roll Again
- 3, Roll Again
- 4-6, Roll Again
- 4, Roll Again
- 5, Roll Again
- 6, Roll Again

#### Right Torso

- 1, Autocannon/10
- 2, Autocannon/10
- 3, Autocannon/10
- 1-3, Autocannon/10
- 4, Autocannon/10
- 5, Autocannon/10
- 6, Autocannon/10
- 1, Autocannon/10
- 2, Ammo (AC/10) 10
- 3, Ammo (AC/10) 10
- 4-6, Machine Gun
- 4, Machine Gun
- 5, Machine Gun
- 6, Medium Laser

#### Right Leg

- 1, Hip
- 2, Upper Leg Actuator
- 3, Lower Leg Actuator
- 4, Foot Actuator
- 5, Single Heat Sink
- 6, Single Heat Sink

### 'MECH DATA

Type: **Archer ARC-1B**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**

Running: **5**

Jumping: **0**

Inner Sphere

Biped 'Mech

Level 1 / 2750

### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RT	3	10	-	5	10	15
2	Machine Gun	RT	0	2	-	1	2	3
1	Medium Laser	RT	3	5	-	3	6	9
1	Autocannon/10	LT	3	10	-	5	10	15
2	Machine Gun	LT	0	2	-	1	2	3
1	Medium Laser	LT	3	5	-	3	6	9

Ammo Type: Rounds: BV2:

Autocannon/10	40	60
Machine Gun	200	1

Total Heat Sinks: **12 Single**

○○○○○○○○○○ ○○

Auto Eject:

Operational  Disabled

Weapon Heat:

(12)

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: **4**

Piloting Skill: **5**

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

### 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	

WKGAMES