

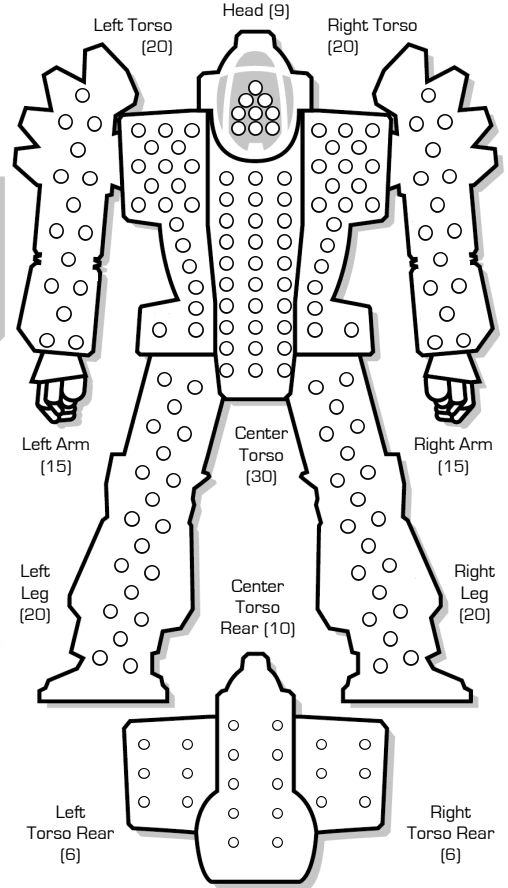
BATTLETECH™

PRIMITIVE BATTLEMECH RECORD SHEET

Armor Factor - 171

ARMOR DIAGRAM

Primitive



'MECH DATA

Type: Archer ARC-1A

Movement Points: **Tonnage:** 70
 Walking: 3 **Tech Base:** Inner Sphere
 Running: 5 **Rules Level:** Advanced
 Jumping: 0 **Role:** Missile Boat

WARRIOR DATA

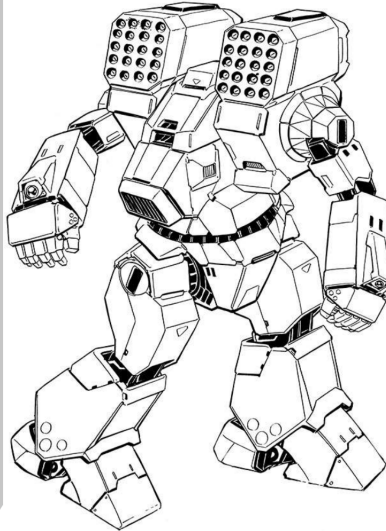
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

 Consciousness#

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RT	6	1/Msl	6	7	14	21
1	LRM 20	LT	6	1/Msl	6	7	14	21
1	Medium Laser	RA	3	5	—	3	6	9
1	Medium Laser	LA	3	5	—	3	6	9



BV: 1,269

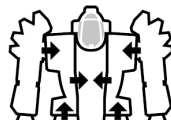


CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Left Torso**
- LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - Ammo (LRM 20) 6
- 1-3
- Ammo (LRM 20) 6
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

- Head**
- Life Support
 - Sensors
 - Primitive Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- Primitive Fusion Engine
 - Primitive Fusion Engine
 - Primitive Fusion Engine
 - Primitive Gyro
 - Primitive Gyro
 - Primitive Gyro
- 1-3
- Primitive Gyro
 - Primitive Fusion Engine
 - Primitive Fusion Engine
 - Primitive Fusion Engine
 - Roll Again
 - Roll Again
- 4-6

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

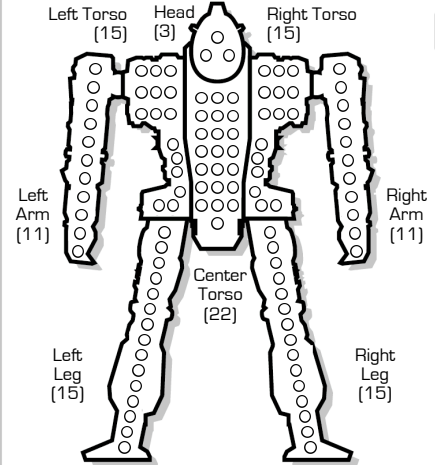


Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Right Torso**
- LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - Ammo (LRM 20) 6
- 1-3
- Ammo (LRM 20) 6
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
10		10
11		Single
12		○
13		○
14		○
15		○
16		○
17		○
18		○
19		○
20		○
21		○
22		○
23		○
24		○
25		○
26		○
27		○
28		○
29		○
30		○
30	Shutdown	
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	

Heat Scale

Heat Scale	Overflow
30*	
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	