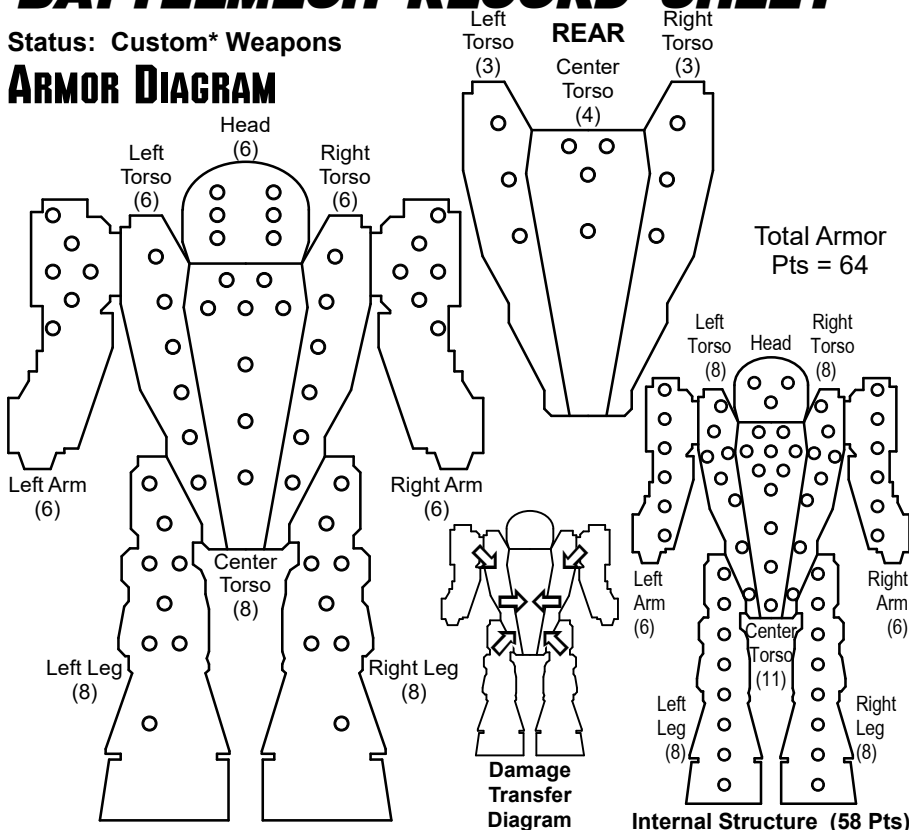


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: Custom\* Weapons

### ARMOR DIAGRAM



### 'MECH DATA

Type: Raven RVN-1X  
 Mass: 35 tons  
 Movement Points: Tech, Config. & Level:  
 Walking: 5 Inner Sphere  
 Running: 8 Biped 'Mech  
 Jumping: 0 Level 3 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
1	SRM 6	RT	4	2/hit	-	3	6	9
1	EW Equipment*	LT	0	-	-	-	-	3

Ammo Type: SRM 6      Rounds: 15      BV2: 13

Total Heat Sinks: 12 Single  
 ○○○○○○○○○○○○ ○○

Auto Eject:  Operational  Disabled      Weapon Heat: (10)

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_  
 Hits Taken: 

1	2	3	4	5	6
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 Consciousness #: 

3	5	7	10	11	Dead
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### CRITICAL HIT TABLE

<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> </ol> <p>1-3 _____</p> <p>4-6 _____</p>	<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>1-3 _____</p> <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>Medium Laser</li> <li>Medium Laser</li> </ol> <p>1-3 _____</p> <p>4-6 _____</p>
<p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>EW Equipment</li> <li>EW Equipment</li> <li>EW Equipment</li> <li>EW Equipment</li> <li>Ammo (SRM 6) 15</li> </ol> <p>1-3 _____</p> <p>4-6 _____</p>	<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> <p>4-6 _____</p>	<p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>SRM 6</li> <li>SRM 6</li> </ol> <p>1-3 _____</p> <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>Single Heat Sink</li> <li>Single Heat Sink</li> </ol> <p>1-3 _____</p> <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>Single Heat Sink</li> <li>Single Heat Sink</li> </ol> <p>1-3 _____</p> <p>4-6 _____</p>	

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

Battle Value: 639  
 Weapon Value: 262 / 262  
 Cost, C-Bills: 2,936,025

### HEAT SCALE

\*\* Avoid Inferno explosion on..

30	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	

