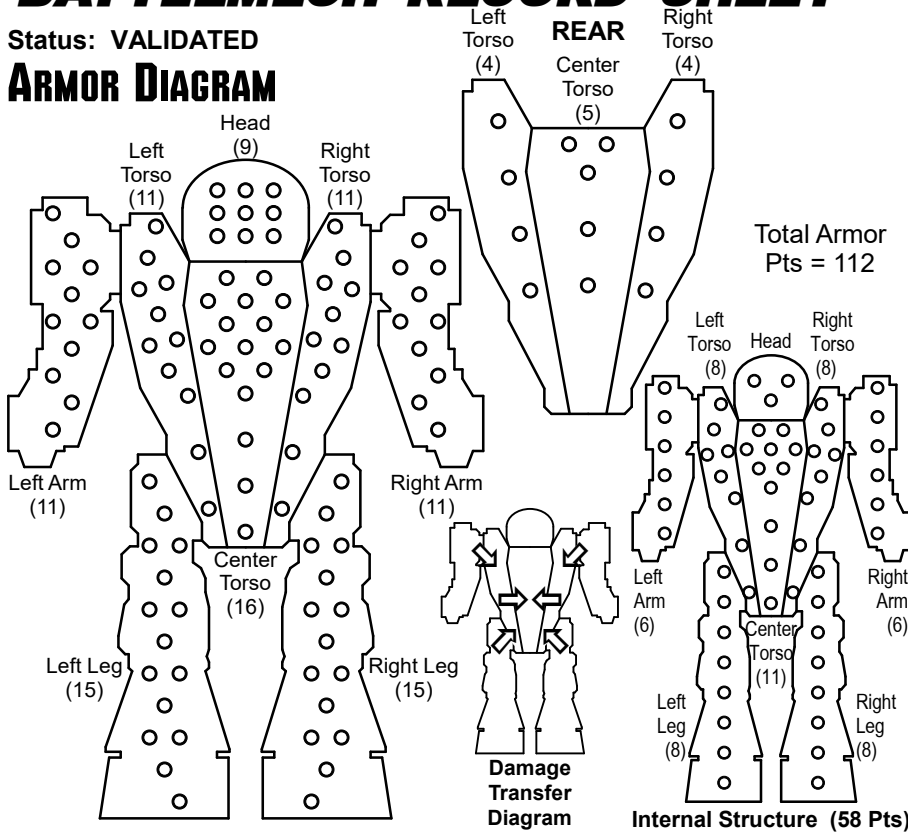


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Raven RVN-4X**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
 Running: **8** Biped 'Mech
 Jumping: **5** Level 1 / 3025

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
2	Machine Gun	LA	0	2	-	1	2	3
1	SRM 6	RT	4	2/hit	-	3	6	9

Ammo Type: Rounds: BV2:

Machine Gun	200	4
SRM 6	15	25

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
Consciousness #	3	5	7	10	11	Dead

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Machine Gun
 - Machine Gun
 - Ammo (MG) 200
 - _____
- 1-3
- _____
 - _____
 - _____
 - _____
 - _____
 - _____
- 4-6

Left Torso

- Ammo (SRM 6) 15
 - Jump Jet
 - Jump Jet
 - _____
 - _____
 - _____
- 1-3
- _____
 - _____
 - _____
 - _____
 - _____
 - _____
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

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

Battle Value: **820**
 Weapon Value: **415 / 415**
 Cost, C-Bills: **2,552,625**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Medium Laser
 - Medium Laser
 - _____
 - _____
- 1-3
- _____
 - _____
 - _____
 - _____
 - _____
 - _____
- 4-6

Right Torso

- SRM 6
 - SRM 6
 - Jump Jet
 - Jump Jet
 - _____
 - _____
- 1-3
- _____
 - _____
 - _____
 - _____
 - _____
 - _____
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

HEAT SCALE

30	** Avoid Inferno explosion on..
29	Shutdown
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	

