

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Raven RVN-4Lr

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Engine Type: 210 XL

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	MML 7	LT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	TAG	RT	—	[E]	—	5	9	15
1	Active Probe (Beagle)	CT	—	[E]	—	—	—	4

Ammo: (MML 7/LRM Artemis) 17, (MML 7/SRM Artemis) 14

BV: 923



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

1-3

- Stealth
- Stealth
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MML 7
- MML 7
- MML 7
- MML 7
- Artemis IV FCS
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- Stealth
- Stealth

1-3

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Head

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

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Active Probe (Beagle)
- Active Probe (Beagle)

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Stealth
- Stealth

1-3

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (MML 7/LRM Artemis) 17
- Ammo (MML 7/SRM Artemis) 14
- TAG
- CASE
- Stealth
- Stealth

1-3

4-6

Right Leg

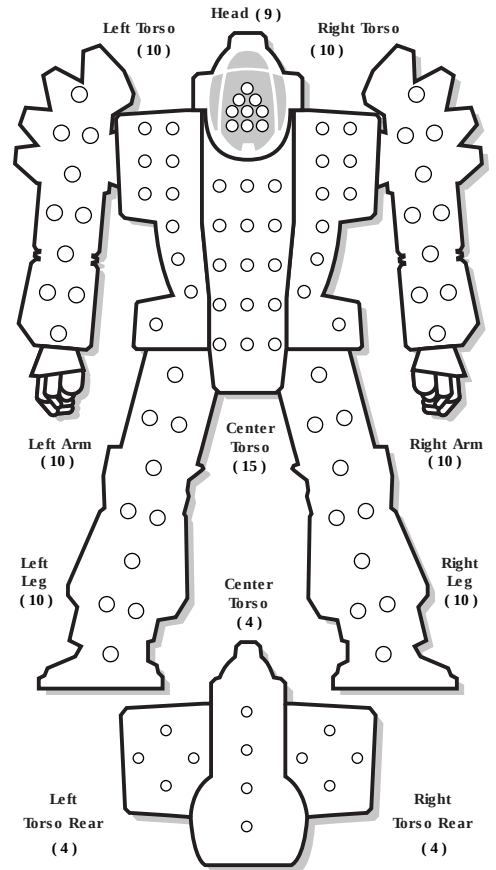
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth



Damage Transfer Diagram

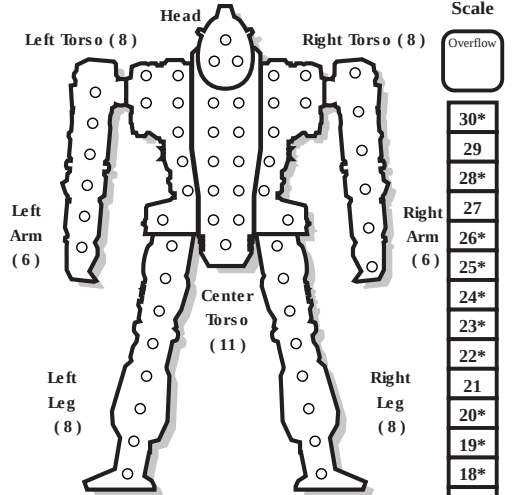
ARMOR DIAGRAM

Stealth



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

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