

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

MECH DATA

Type: Revenant UBM-2R2

Movement Points: **Tonnage:** 30
Walking: 6 **Tech Base:** Inner Sphere
Running: 9 **Rules Level:** Advanced
Jumping: 0 **Role:** Missile Boat
Engine Type: 180 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	Drone (Remote)	HD	—	[E]	—	—	—	—
Operating System								

Ammo: (LRM 5) 48

BV: 630

WARRIOR DATA

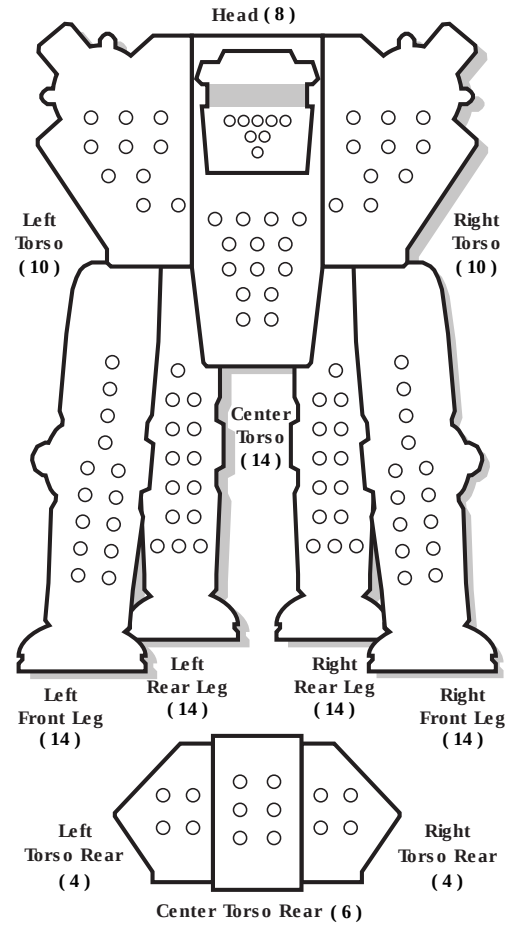
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Drone (Remote) Operating System
- Endo Steel

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Center Torso

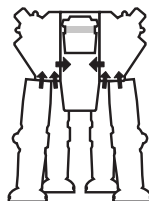
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Small Laser
- LRM 5
- Ammo (LRM 5) 24

1-3

4-6

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

4-6

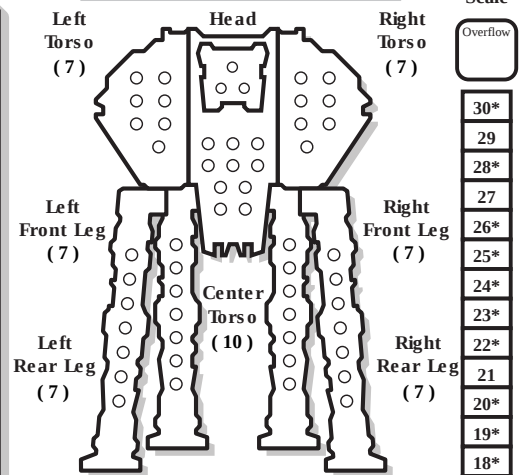
- ER Small Laser
- LRM 5
- Ammo (LRM 5) 24
- Roll Again
- Roll Again
- Roll Again

Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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*
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3
2
1
0