

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Corsair COR-RA Ravager

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 285 XL

Tonnage: 95

Tech Base: Inner Sphere

Rules Level: Standard

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	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	Ultra AC/5	RT	1	5/Sht	2	6	13	20
				[DB,R/C]				
1	Large Pulse Laser	CT	10	9 [P]	—	3	7	10
1	Medium Laser	HD	3	5 [DE]	—	3	6	9

Ammo: (Gauss) 16, (Ultra AC/5) 40

BV: 2,122



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle

1-3

Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

1-3

Right Arm

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

4-6

Center Torso

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

1-3

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

Left Leg

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



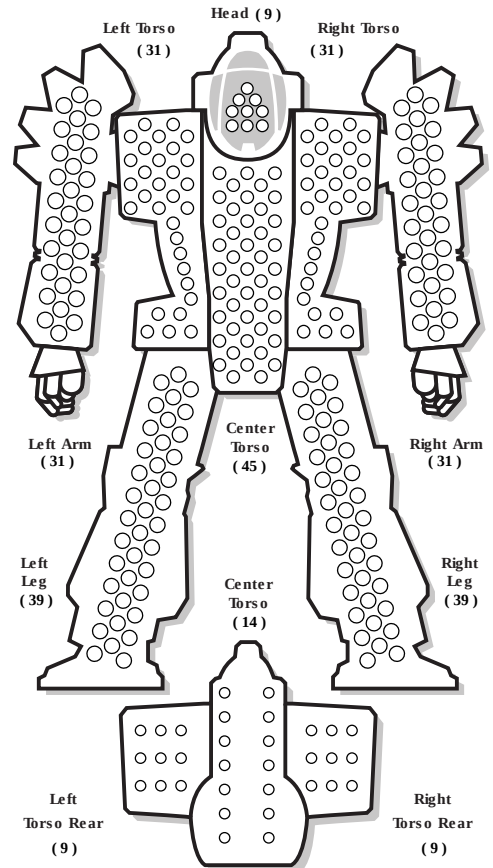
Damage Transfer Diagram

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (Ultra AC/5) 20
- Roll Again

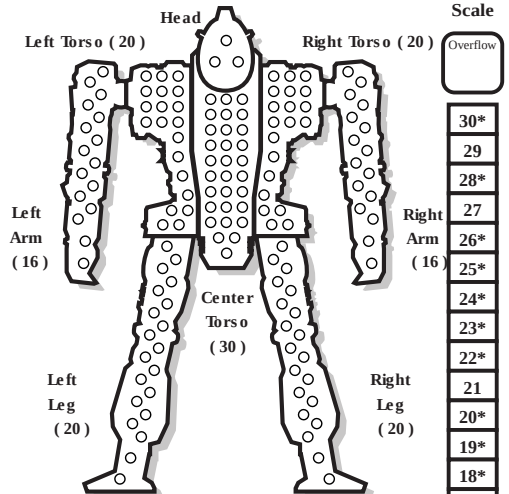
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (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

Overflow

30*
29
28*
27
26*
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