BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Raven RVN-2X

Movement Points:		**Tonnage:**	35
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Rules Level:**	Introductory
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Total Heat (Dissipation): 18 (12)

Ammo: (SRM 6) 15

BV: 887

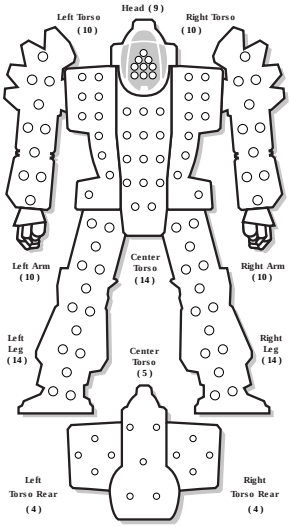
WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

ARMOR DIAGRAM



HIT LOCATION_TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

CRITICAL TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3:
1. Large Laser
2. Large Laser
3. Ammo (SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

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

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3:
1. SRM 6
2. SRM 6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

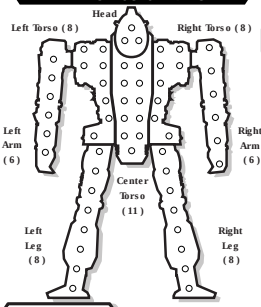
4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

Heat Sinks: 12

Heat Level*	Effects	
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	

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+2	1
Kick	-2	7
Push	-1	â€"
Charge	+0*	3/Hex

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

Die Roll (2D6)	6
2	2
3	2
4	3
5	3
6	4
7	4
8	4
9	5
10	5
11	6
12	6

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MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										
Hexes Moved										
Final Heat										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										
Hexes Moved										
Final Heat										