BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Raven RVN-SR 'Shattered Raven'

Movement Points:		**Tonnage:**	35
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Scout
Engine Type:	210 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Narc	LA	—	[M]	—	3	6	9
4	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	Machine Gun Array	RA	—	[T]	—	1	2	3
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Active Probe (Beagle)	CT	—	[E]	—	—	—	4

Ammo: (Machine Gun) 100, (Narc) 12, (SRM 6 Narc) 15

BV: 581

WARRIOR DATA

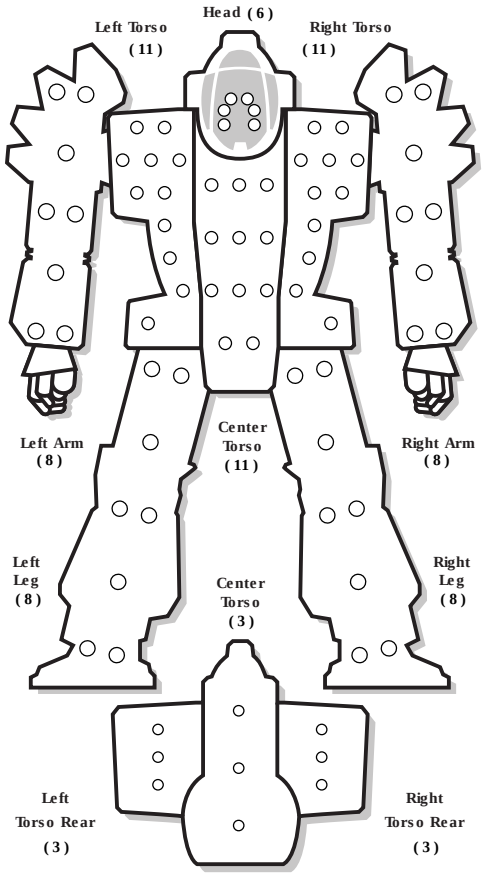
Name: _____

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

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

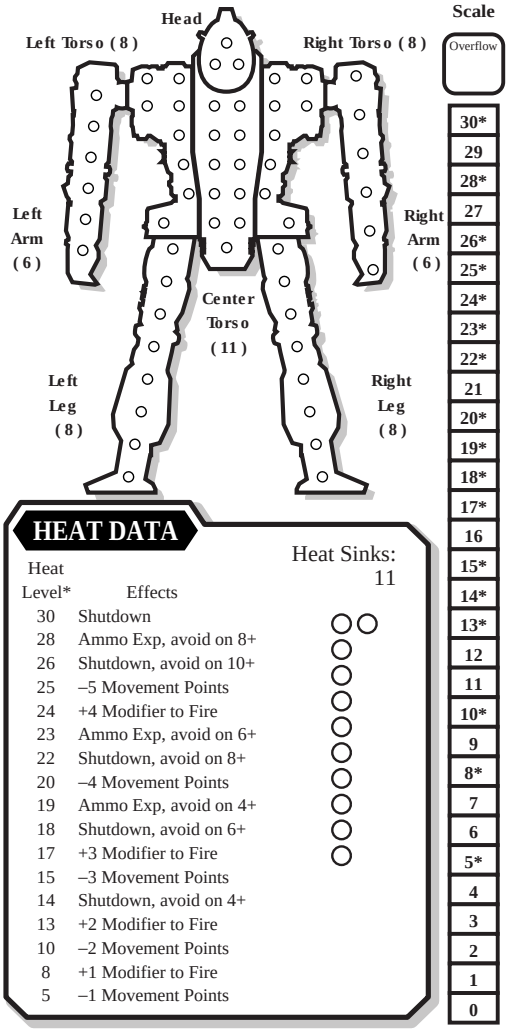
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Narc
4. Narc
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ECM Suite (Guardian)
5. ECM Suite (Guardian)
6. Ammo (SRM 6 Narc) 15

4-6
1. Ammo (Narc) 6
2. Ammo (Narc) 6
3. Ammo (Machine Gun) 100
4. CASE
5. Ferro-Fibrous
6. Roll Again

Left Leg

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

Head

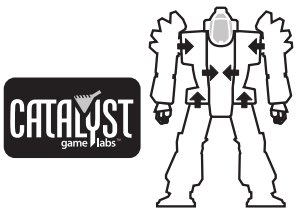
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Active Probe (Beagle)
6. Active Probe (Beagle)

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Machine Gun
4. Machine Gun
5. Machine Gun
6. Machine Gun

4-6
1. Machine Gun Array
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. SRM 6
5. SRM 6
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. Roll Again

HEAT DATA

Heat Sinks: 11 ○ ○

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

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