BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Raven RVN-4X-k

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 35

Tech Base: Inner Sphere

3031

D/X-E-D-A

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Ht	Dmg	m	S	M	L	X
2	Medium Laser	RA	3	5	–	3	6	9	12
1	SRM-6	RT	4	2/m	–	3	6	9	12
2	Machine Gun	LA	0	2	–	1	2	3	4

Ammunition Type	Rounds
SRM-6	15
MG (1/2)	100

Cost: 2,521,575 C-Bills

BV: 842

Weapon Heat (10)

Dissipation (12)

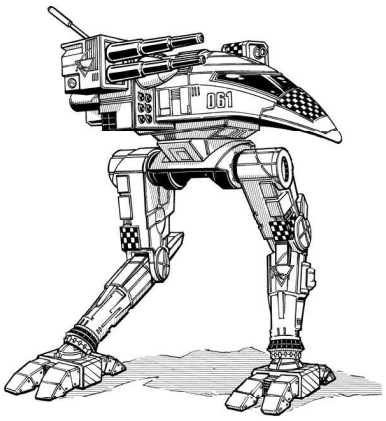
WARRIOR DATA

Name: [Akai Oni (DC)]

Gunnery Skill: 4 **Piloting Skill:** 5

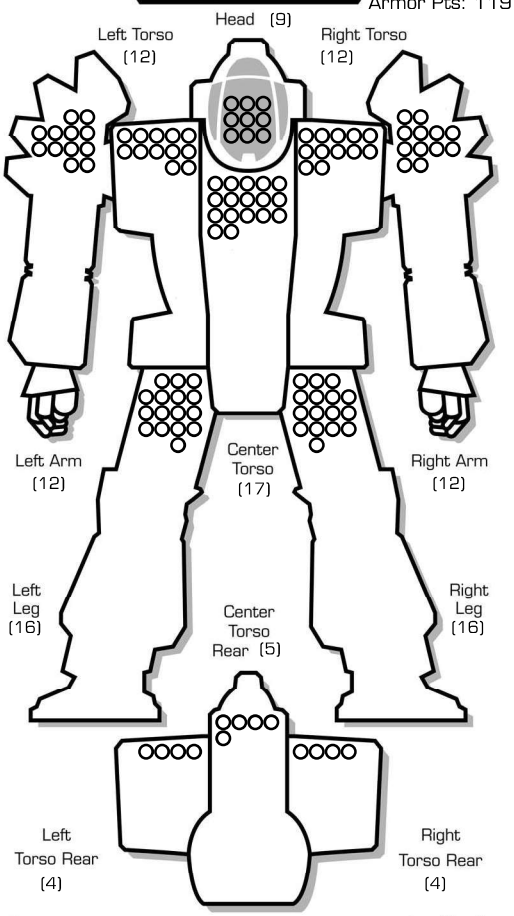
Hits Taken	1	2	3	4	5	6
Consciousness	3	5	7	10	11	Dead

Pilot Edge: O O O O



ARMOR DIAGRAM

Armor Pts: 119



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Machine Gun
4. Machine Gun
5. Ammo (MG 1/2) 100
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. Jump Jet
2. Jump Jet
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 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. Jump Jet
6. Ammo (SRM 6) 15

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	crit/LT	crit/CT	crit/RT
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

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

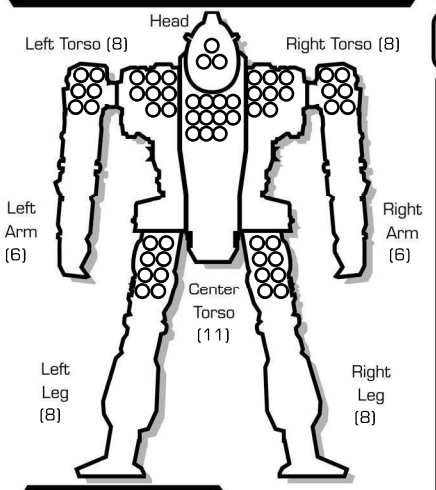
1-3
1. Jump Jet
2. Jump Jet
3. SRM-6
4. SRM-6
5. Roll Again
6. Roll Again

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
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

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