

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

MECH DATA

Type: Revenant UBM-2R

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Engine Type: 180 Fusion

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Striker

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
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
2	Light Machine Gun	LT	—	1 [DB, AI]	—	2	4	6
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
2	Light Machine Gun	RT	—	1 [DB, AI]	—	2	4	6
1	Drone (Remote)	HD	—	[E]	—	—	—	—
Operating System								

Ammo: (Light Machine Gun) 200

BV: 779



CRITICAL TABLE

Head

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

Front Left 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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Medium Laser
- Light Machine Gun

4-6

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

1-3

4-6

Rear Left Leg

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

Front Right Leg

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

Right Torso

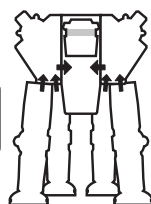
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

4-6

Rear Right Leg

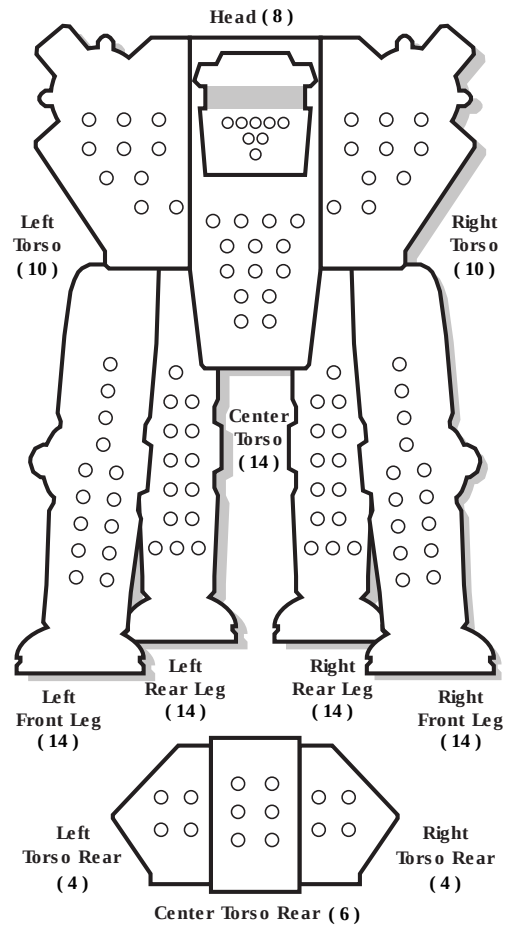
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



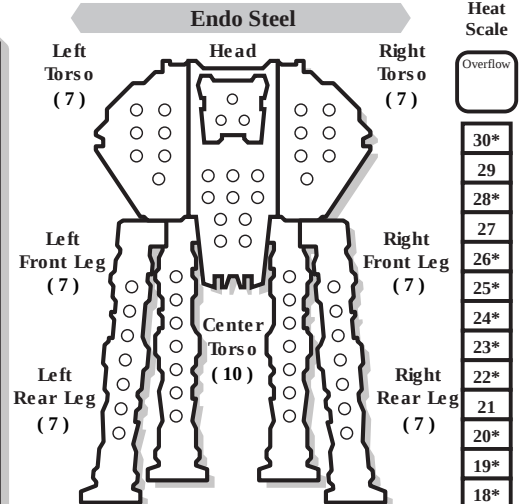
Damage Transfer Diagram

ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks: 10 (20)

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