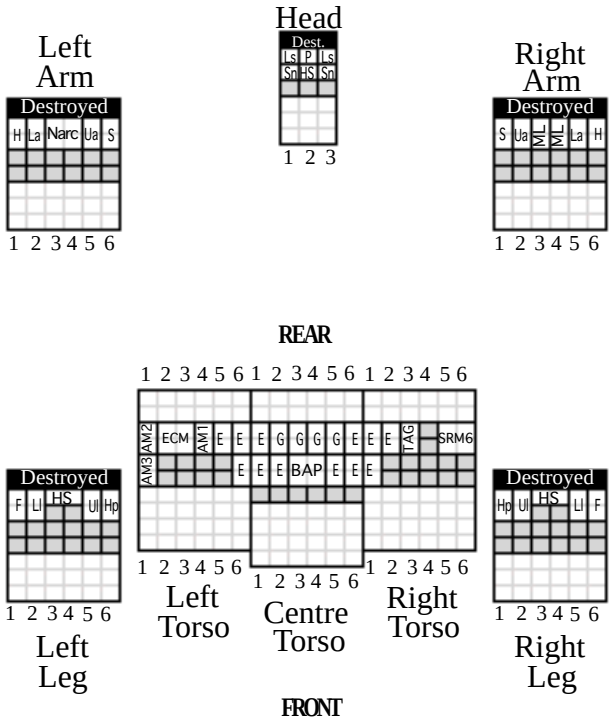
RENEGADE TECH

BATTLEMECH RECORD SHEET



Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Heat Overflow

Engine Hits ○○○ Sensor Hits ○○
Gryo Hits ○○ Life Support ○

Mech Data

Type: **RVN-3L Raven**

Movement:
Walking: **6**
Running: **9**
Jumping: **0**

Tonnage: **35**
Tech Base: Inner Sphere

Weapons Inventory

Type	Loc.	Heat	Dam.	Min.	Short	Med.	Long
SRM 6	RT	4	T	0	3	6	9
M Laser	RA	3	4	0	3	6	9
M Laser	RA	3	4	0	3	6	9
Beagle	CT	0	0	0	0	0	4
Narc	LA	0	T	0	3	6	9
TAG	RT	0	0	0	5	10	15
ECM	LT	0	0	0	0	0	0

Ammunition

Weapon	Rounds Left
SRM 6 (AM1)	15
Narc (AM2)	6
Narc (AM3)	6

Total Heat Sinks: 11
○○○○○○○○○○ Single

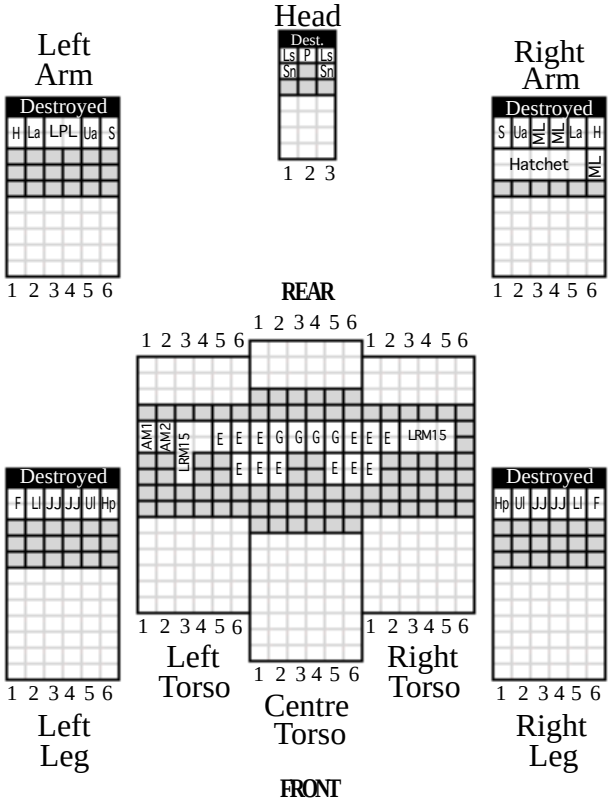
Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

HitsTaken	1	2	3	4	5	6
Consciousness	3	5	7	10	11	Dead

RENEGADE TECH

BATTLEMECH RECORD SHEET



Heat Scale

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10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Heat Overflow

Engine Hits ○○○ Sensor Hits ○○
Gryo Hits ○○ Life Support ○

Mech Data

Type: **AXM-2N Axman**

Movement:
Walking: **4**
Running: **6**
Jumping: **4**

Tonnage: **65**
Tech Base: Inner Sphere

Weapons Inventory

Type	Loc.	Heat	Dam.	Min.	Short	Med.	Long
LRM 15	RT	5	T	6	7	14	21
LRM 15	LT	5	T	6	7	14	21
M Laser	RA	3	4	0	3	6	9
M Laser	RA	3	4	0	3	6	9
M Laser	RA	3	4	0	3	6	9
L Pulse Lsr	LA	10	6	0	3	7	10
Hatchet	RA	0	T	0	0	0	0

Ammunition

Weapon	Rounds Left
LRM 15 (AM1)	8
LRM 15 (AM2)	8

Total Heat Sinks: 10 [20]
○○○○○○○○○○
Double ☐

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

HitsTaken	1	2	3	4	5	6
Consciousness	3	5	7	10	11	Dead

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