

# BATTLETECH™

## MISSIONS



**Callsign:** Blackbelt    **Name:** Jingyi Song    **Faction:** Capellan Confederation

**Mech:** Raven RVN-2X    **Pilot Skill:** 5    **Gunnery Skill:** 4

### Pilot Special Abilities:

**For the Chancellor!:** You may take a pilot hit to add 1 to an attack roll after it is rolled.



**Background:** Jingyi Song (Blackbelt) left the Capellan Confederation under somewhat questionable circumstances, with a brand new, prototype 'mech in tow. Some people say that he is clearly a spy, planted by Maximilian Liao, although others point out that it's very unlikely that the Capellan Chancellor would care at all about a small mercenary outfit. Others suggest that, since his 'mech was stripped of its experimental communications equipment, it's most likely that his 'mech was simply stolen before construction had been completed. Either way, he has demonstrated that he is a very capable – and loyal – mechwarrior.

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Raven RVN-2X**

Movement Points:      Tonnage: 35

Walking: 5                      Tech Base: Inner Sphere (Intro)

Running: 8                      Era: Succession Wars

Jumping: 0

### Weapons & Equipment Inventory (hexes)

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

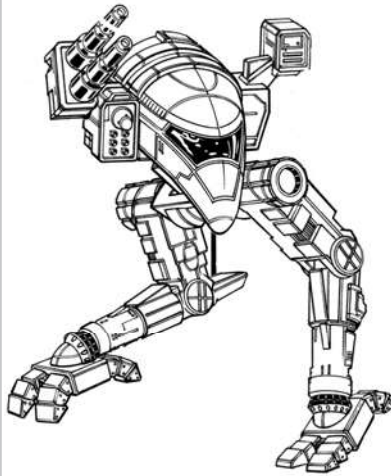
Cost:                      BV: 887

### WARRIOR DATA

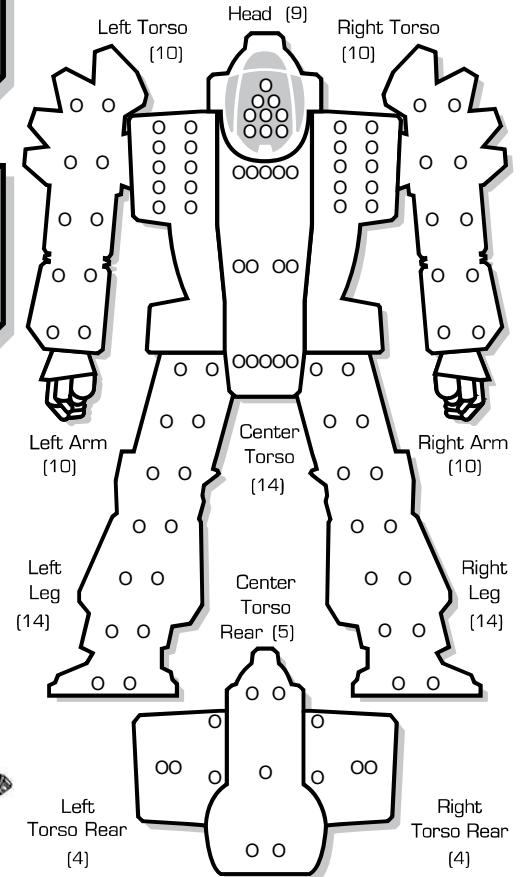
Name: **Blackbelt**

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

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



### ARMOR DIAGRAM



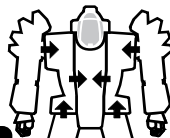
### CRITICAL HIT TABLE

- #### Left Arm
- Shoulder
  - Upper Arm Actuator
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- #### Left Torso
- Large Laser
  - Large Laser
  - Ammo (SRM 6) 15
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

- #### Head
- Life Support
  - Sensors
  - Cockpit
  - Heat Sink
  - Sensors
  - Life Support
- #### Center Torso
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Roll Again
  - Roll Again
- 4-6

- #### Right Arm
- Shoulder
  - Upper Arm Actuator
  - Medium Laser
  - Medium Laser
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- #### Right Torso
- SRM 6
  - SRM 6
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

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



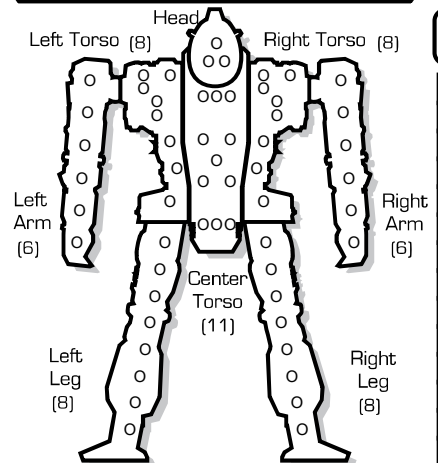
CATALYST  
game labs

Damage Transfer Diagram

- #### Left Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

- #### Right Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (12)
30	Shutdown	Single ○○
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	○ ○ ○

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	