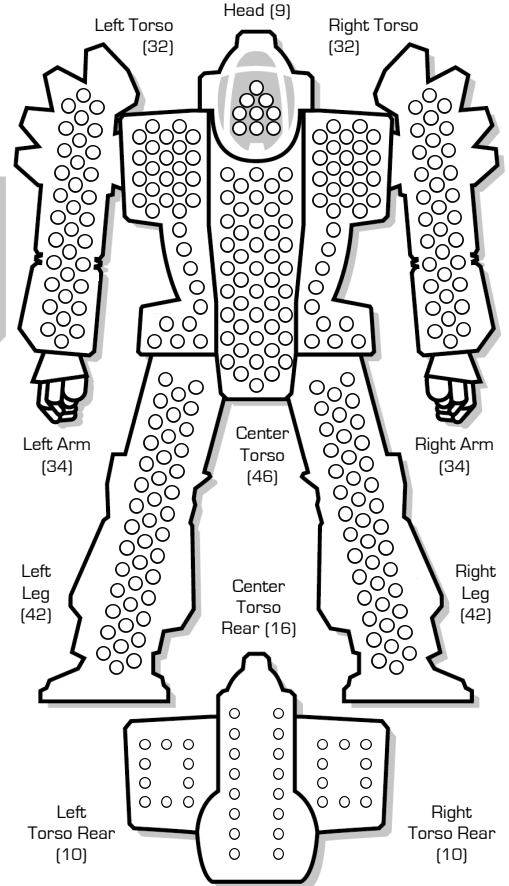


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 307

ARMOR DIAGRAM



'MECH DATA

Type: Fafnir FNR-4A (Peter)

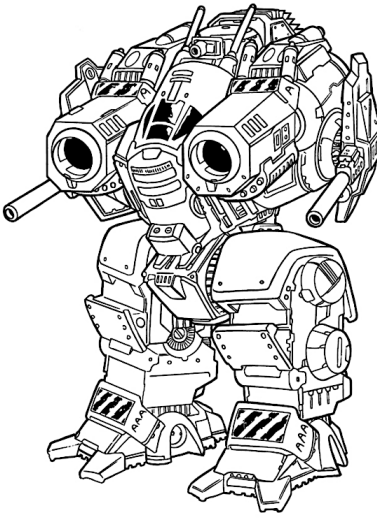
Movement Points: **Tonnage:** 100
 Walking: 3 **Tech Base:** Inner Sphere
 Running: 5 **Rules Level:** Standard
 Jumping: 0 **Role:** Juggernaut

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

 Consciousness#



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	H	4	6	—	2	4	6
1	C3 Slave	CT	0	—	—	—	—	—
1	Guardian ECM Suite	CT	0	—	—	—	—	6
1	Rocket Launcher 10	CT	3	1/Msl	—	5	11	18
1	Heavy Gauss Rifle	RT	25/20/10/4	6	13	20	—	—
2	ER Large Laser	LT	12	8	—	7	14	19
3	Rocket Launcher 10	LA	3	1/Msl	—	5	11	18
1	Medium Pulse Laser	RA	4	6	—	2	4	6
3	Rocket Launcher 10	RA	3	1/Msl	—	5	11	18
1	Medium Pulse Laser	LA	4	6	—	2	4	6
3	Rocket Launcher 10	LA	3	1/Msl	—	5	11	18

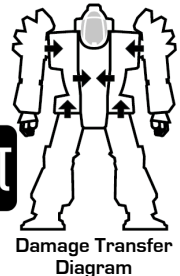
BV: 2,458



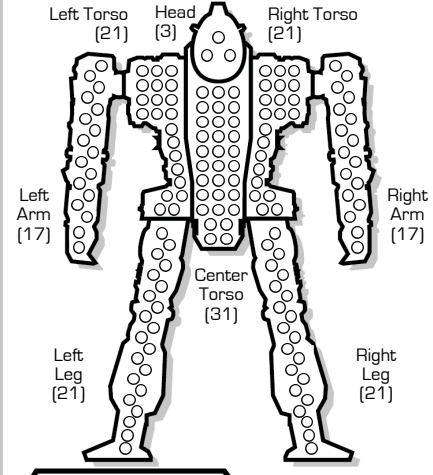
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. Medium Pulse Laser	5. Sensors	6. Life Support
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Medium Pulse Laser	4. Rocket Launcher 10	5. Rocket Launcher 10	6. Rocket Launcher 10
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Medium Pulse Laser	4. Rocket Launcher 10	5. Rocket Launcher 10	6. Rocket Launcher 10
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Compact Gyro	5. Compact Gyro	6. Fusion Engine
Left Torso	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. ER Large Laser	5. ER Large Laser	6. ER Large Laser
Right Torso	1. Heavy Gauss Rifle	2. Heavy Gauss Rifle	3. Heavy Gauss Rifle	4. Heavy Gauss Rifle	5. Heavy Gauss Rifle	6. Heavy Gauss Rifle
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ammo (Heavy Gauss) 4	6. Ammo (Heavy Gauss) 4

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13 [26]
28	Ammo Exp. avoid on 8+	Double
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	○