

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Fafnir FNR-5

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

### WARRIOR DATA

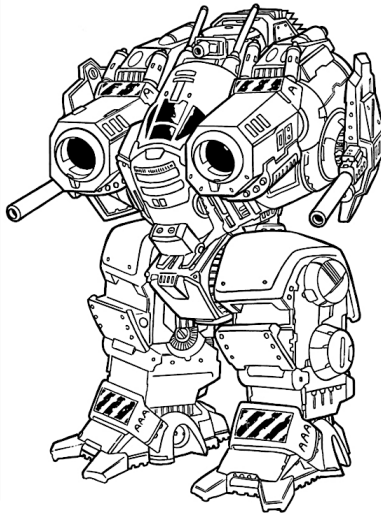
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

  
 Consciousness#

#### Weapons & Equipment Inventory (hexes)

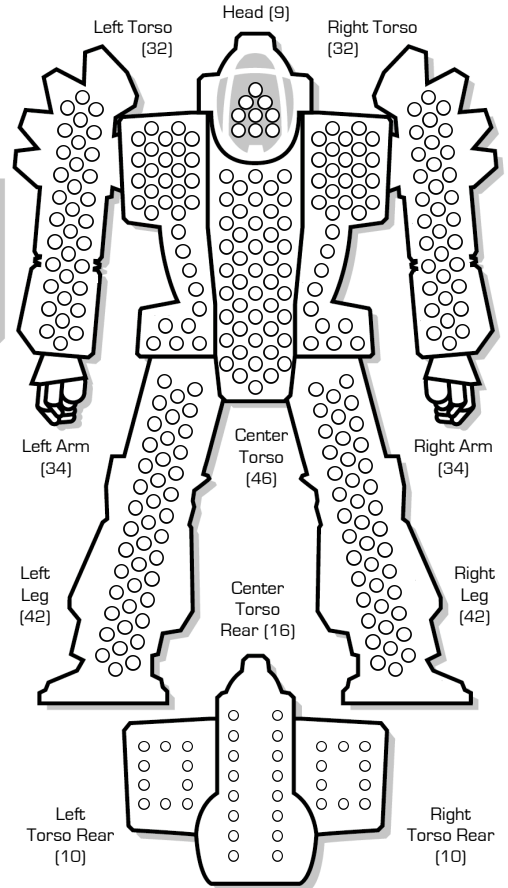
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	H	4	6	—	2	4	6
1	Guardian ECM Suite	CT	0	—	—	—	—	6
1	Heavy Gauss Rifle	RT	25/20/104	6	13	20		
1	Heavy Gauss Rifle	LT	25/20/104	6	13	20		
1	ER Medium Laser	RA	5	5	—	4	8	12
1	ER Medium Laser	LA	5	5	—	4	8	12



BV: 2,636



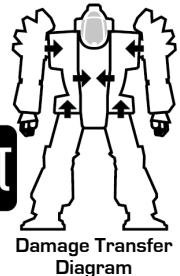
### ARMOR DIAGRAM



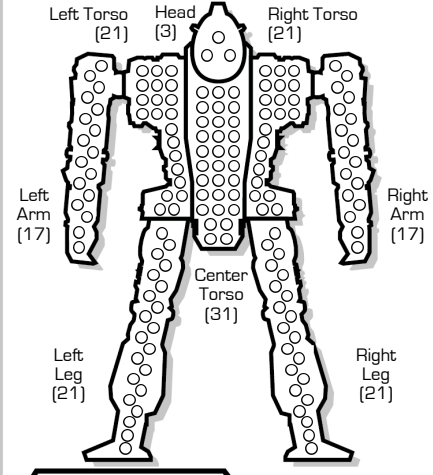
### CRITICAL HIT TABLE

<b>Left Arm</b> 1. Shoulder 2. Upper Arm Actuator 3. ER Medium Laser 4. Ammo (Heavy Gauss) 4 5. Ammo (Heavy Gauss) 4 6. Endo Steel	<b>Head</b> 1. Life Support 2. Sensors 3. Cockpit 4. Medium Pulse Laser 5. Sensors 6. Life Support	<b>Right Arm</b> 1. Shoulder 2. Upper Arm Actuator 3. ER Medium Laser 4. Ammo (Heavy Gauss) 4 5. Ammo (Heavy Gauss) 4 6. Endo Steel
1-3 4-6	<b>Center Torso</b> 1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1-3 4-6
<b>Left Torso</b> 1. Heavy Gauss Rifle 2. Heavy Gauss Rifle 3. Heavy Gauss Rifle 4. Heavy Gauss Rifle 5. Heavy Gauss Rifle 6. Heavy Gauss Rifle	1-3 4-6	<b>Right Torso</b> 1. Heavy Gauss Rifle 2. Heavy Gauss Rifle 3. Heavy Gauss Rifle 4. Heavy Gauss Rifle 5. Heavy Gauss Rifle 6. Heavy Gauss Rifle
1-3 4-6	<b>Left Leg</b> 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Ammo (Heavy Gauss) 4 6. Ammo (Heavy Gauss) 4	<b>Right Leg</b> 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: 10 [20] Double
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	○

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