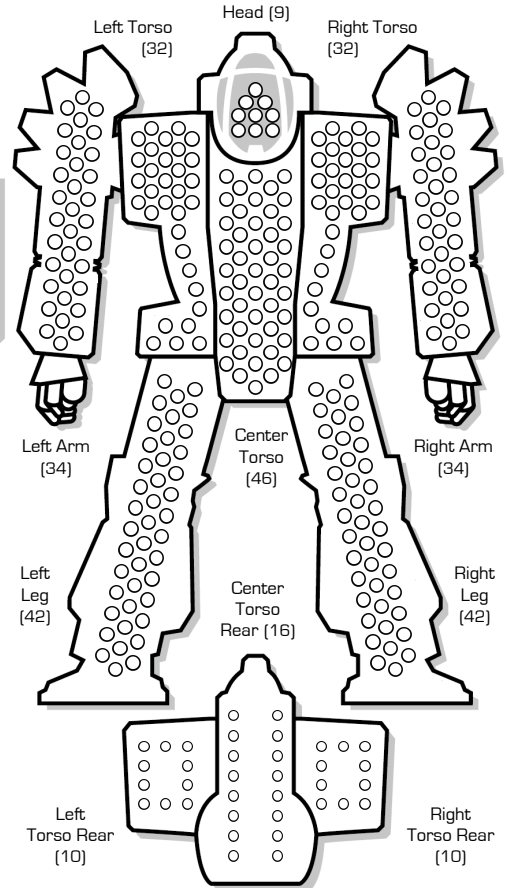


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 307

ARMOR DIAGRAM



'MECH DATA

Type: Fafnir FNR-5B

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

WARRIOR DATA

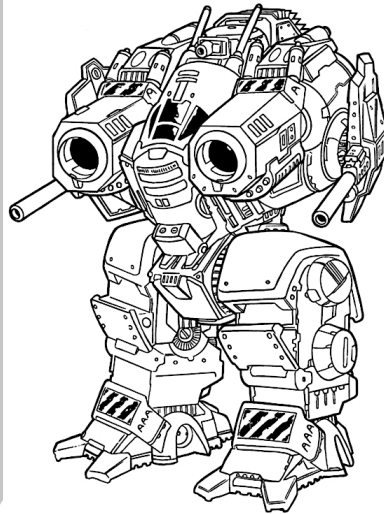
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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	Gauss Rifle	RT	1	15	2	7	15	22
1	Gauss Rifle	LT	1	15	2	7	15	22
1	ER Large Laser	RA	12	8	—	7	14	19
1	ER Medium Laser	RA	5	5	—	4	8	12
2	ER Medium Laser	LA	5	5	—	4	8	12



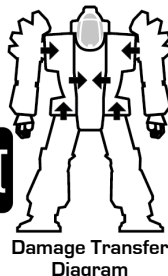
BV: 2,625



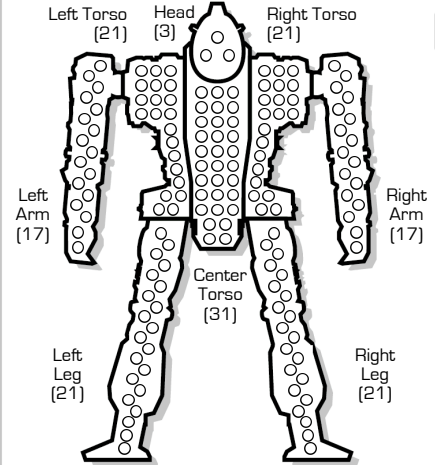
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. ER Medium Laser	4. ER Medium Laser	5. Endo Steel	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. ER Large Laser	4. ER Large Laser	5. ER Medium Laser	6. Endo Steel
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
Right Torso	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ammo (Gauss) 8	6. Ammo (Gauss) 8
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ammo (Gauss) 8	6. Ammo (Gauss) 8

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*	Shutdown	14 [28]
29	Ammo Exp. avoid on 8+	Double ○○
28*	Shutdown, avoid on 10+	○
27	-5 Movement Points	○
26*	+4 Modifier to Fire	○
25*	Ammo Exp. avoid on 6+	○
24*	Shutdown, avoid on 8+	○
23*	-4 Movement Points	○
22*	Ammo Exp. avoid on 4+	○
21	Shutdown, avoid on 6+	○
20*	+3 Modifier to Fire	○
19*	-3 Movement Points	○
18*	Shutdown, avoid on 4+	○
17*	+2 Modifier to Fire	○
16	-2 Movement Points	○
15*	+1 Modifier to Fire	○
14*	-1 Movement Points	○
13*		
12		
11		
10*		
9		
8*		
7		
5*		
4		
3		
2		
1		
0		

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	14 [28]
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	○