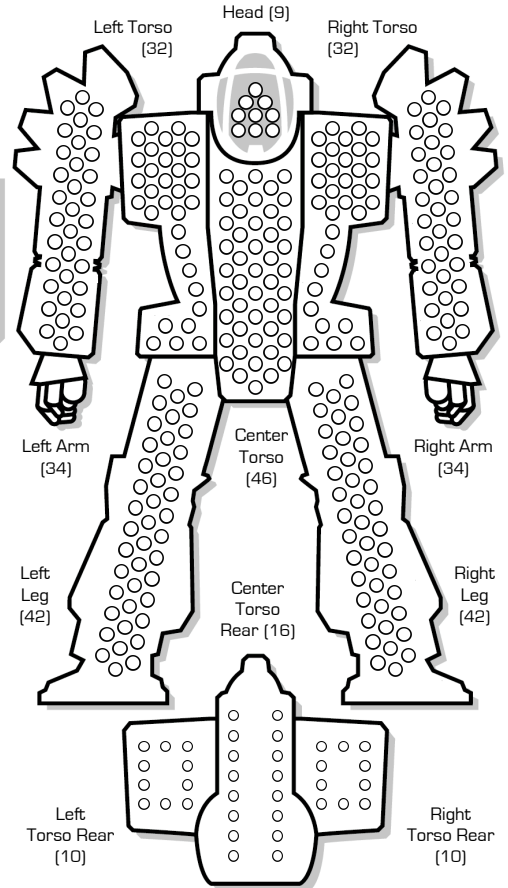


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 307

ARMOR DIAGRAM



'MECH DATA

Type: Fafnir FNR-5X

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

WARRIOR DATA

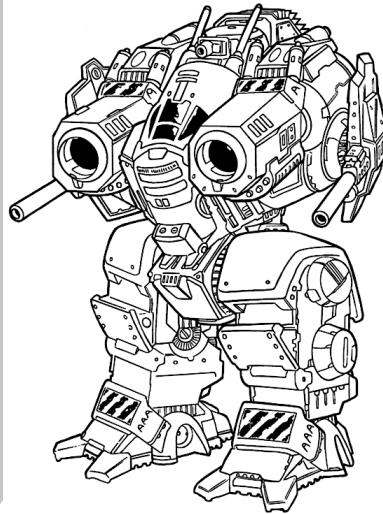
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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	Guardian ECM Suite	CT	0	—	—	—	—	6
1	Improved Heavy Gauss Rifle	RT	2	22	3	6	12	19
1	Improved Heavy Gauss Rifle	LT	2	22	3	6	12	19
1	ER Medium Laser	RA	5	5	—	4	8	12
1	ER Medium Laser	LA	5	5	—	4	8	12



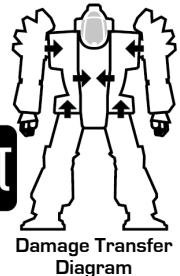
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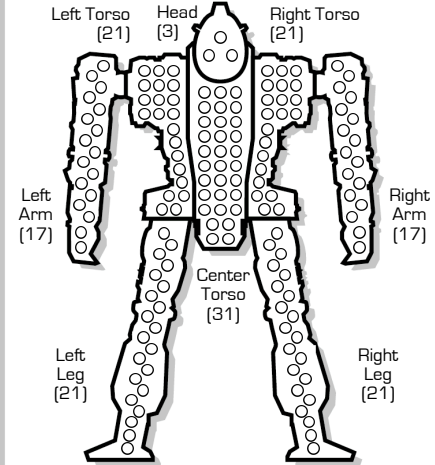
CRITICAL HIT TABLE

	Left Arm	Head	Right Arm
	1. Shoulder	1. Life Support	1. Shoulder
	2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
	3. ER Medium Laser	3. Cockpit	3. ER Medium Laser
1-3	4. Ammo (iHeavy Gauss) 4	4. Roll Again	4. Ammo (iHeavy Gauss) 4
	5. Endo Steel	5. Sensors	5. Endo Steel
	6. Endo Steel	6. Life Support	6. Endo Steel
	1. Endo Steel		1. Endo Steel
	2. Endo Steel		2. Endo Steel
4-6	3. Endo Steel	Center Torso	3. Endo Steel
	4. Endo Steel	1. Fusion Engine	4. Endo Steel
	5. Endo Steel	2. Fusion Engine	5. Endo Steel
	6. Roll Again	3. Fusion Engine	6. Endo Steel
		4. Gyro	1-3
		5. Gyro	4-6
		6. Gyro	
	Left Torso	1. Gyro	Right Torso
	1. Improved Heavy Gauss Rifle	2. Fusion Engine	1. Improved Heavy Gauss Rifle
1-3	2. Improved Heavy Gauss Rifle	3. Fusion Engine	2. Improved Heavy Gauss Rifle
	3. Improved Heavy Gauss Rifle	4. Fusion Engine	3. Improved Heavy Gauss Rifle
	4. Improved Heavy Gauss Rifle	5. Guardian ECM Suite	4. Improved Heavy Gauss Rifle
	5. Improved Heavy Gauss Rifle	6. Guardian ECM Suite	5. Improved Heavy Gauss Rifle
	6. Improved Heavy Gauss Rifle		6. Improved Heavy Gauss Rifle
	1. Improved Heavy Gauss Rifle		1. Improved Heavy Gauss Rifle
4-6	2. Improved Heavy Gauss Rifle		2. Improved Heavy Gauss Rifle
	3. Improved Heavy Gauss Rifle		3. Improved Heavy Gauss Rifle
	4. Improved Heavy Gauss Rifle		4. Improved Heavy Gauss Rifle
	5. Improved Heavy Gauss Rifle		5. Improved Heavy Gauss Rifle
	6. CASE		6. CASE
	Left Leg		Right Leg
	1. Hip		1. Hip
	2. Upper Leg Actuator		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. Lower Leg Actuator
	4. Foot Actuator		4. Foot Actuator
	5. Ammo (iHeavy Gauss) 4		5. Ammo (iHeavy Gauss) 4
	6. Ammo (iHeavy Gauss) 4		6. Ammo (iHeavy Gauss) 4

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 [20]
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

Heat Level	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	
5*	
4	
3	
2	
1	
0	