

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Fafnir FNR-6U

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

### WARRIOR DATA

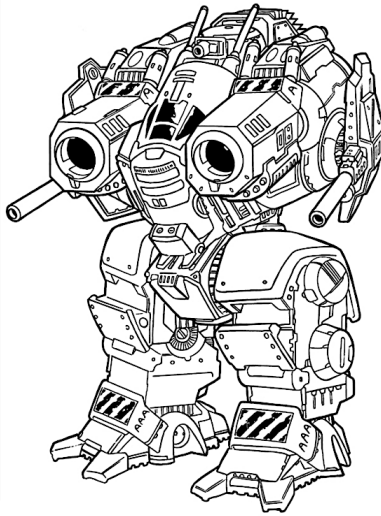
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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
2	Light PPC	RT	5	5	3	6	12	18
2	Light PPC	LT	5	5	3	6	12	18
1	Ultra AC/20	RA	8	20/Sht	—	3	7	10
1	Ultra AC/20	LA	8	20/Sht	—	3	7	10



BV: 2,234



### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - 1-3 Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20

- Center Torso**
- Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
- 1-3
- Light Fusion Engine
  - Light Fusion Engine
  - Light Fusion Engine
  - Gyro
  - Gyro
  - Gyro

- Left Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - 1-3 Light PPC
  - Light PPC
  - Light PPC
  - Light PPC

- 1-3
- Ammo (Ultra AC/20) 5
  - Ammo (Ultra AC/20) 5
  - Ammo (Ultra AC/20) 5
  - CASE
  - Light Ferro-Fibrous
  - Light Ferro-Fibrous

- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Light Ferro-Fibrous
  - Sensors
  - Life Support

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - 1-3 Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20

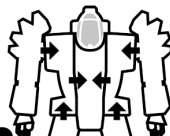
- 1-3
- Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20

- Right Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - 1-3 Light PPC
  - Light PPC
  - Light PPC
  - Light PPC

- 1-3
- Ammo (Ultra AC/20) 5
  - Ammo (Ultra AC/20) 5
  - Ammo (Ultra AC/20) 5
  - CASE
  - Light Ferro-Fibrous
  - Light Ferro-Fibrous

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

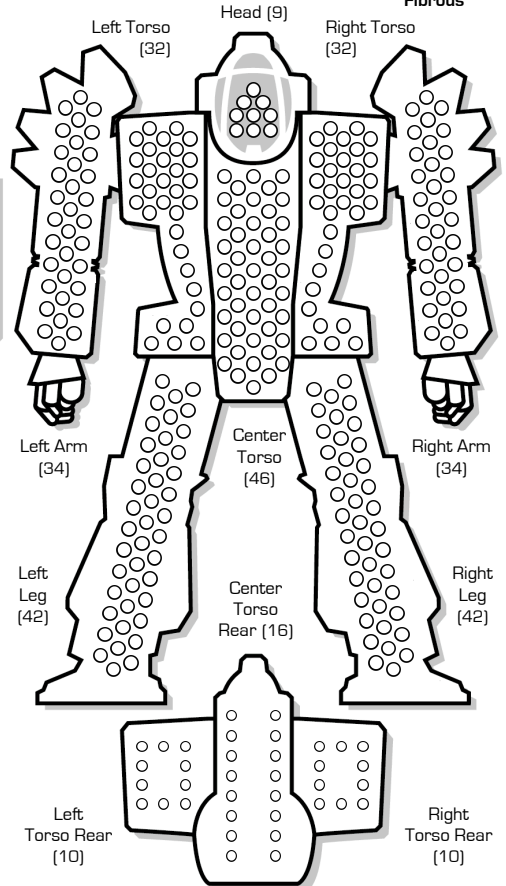
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



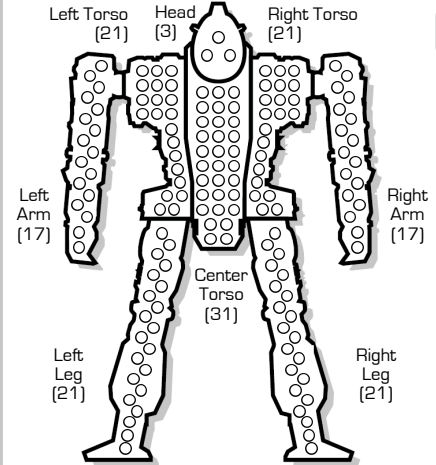
Damage Transfer Diagram

### ARMOR FACTOR - 307

### ARMOR DIAGRAM



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 [24]
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	
6	
5*	
4	
3	
2	
1	
0	