

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Fafnir FNR-5X

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Imp. Heavy Gauss Rifle	LT	2	22 [DB,X]	3	6	12	19
1	Imp. Heavy Gauss Rifle	RT	2	22 [DB,X]	3	6	12	19
1	ECM Suite (Guardian)	CT	—	[E]	—	—	—	6

Ammo: (iHeavy Gauss) 24

BV: 2,610



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Ammo (iHeavy Gauss) 4
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso (CASE)

- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle

1-3

- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- CASE

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (iHeavy Gauss) 4
- Ammo (iHeavy Gauss) 4

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- ECM Suite (Guardian)
- ECM Suite (Guardian)

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Ammo (iHeavy Gauss) 4
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Torso (CASE)

- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle

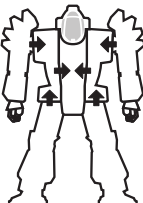
1-3

- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- CASE

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (iHeavy Gauss) 4
- Ammo (iHeavy Gauss) 4

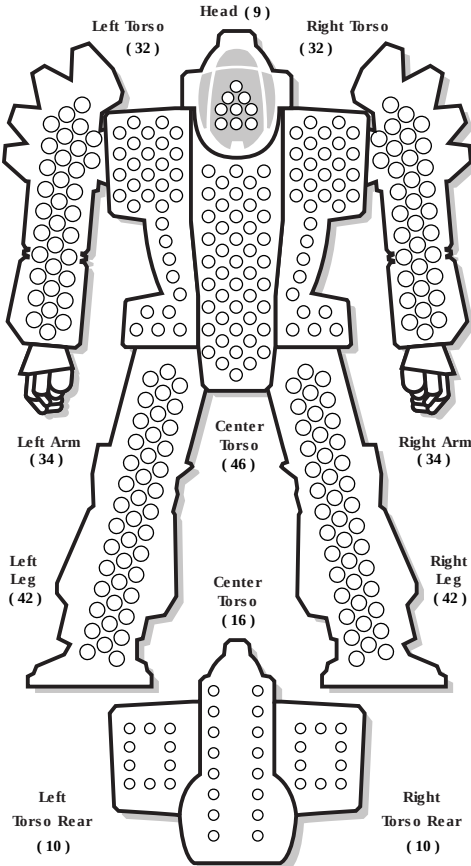


Damage Transfer Diagram



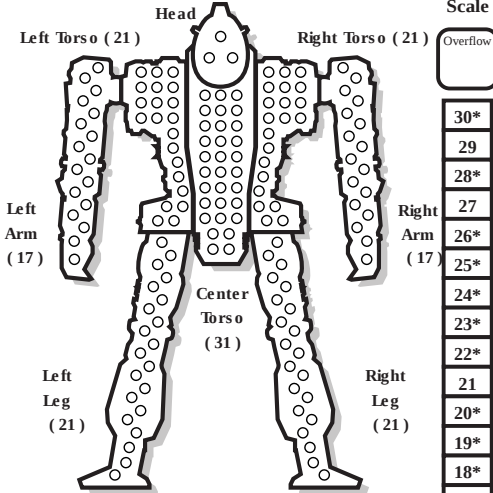
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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