

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Fafnir FNR-4A (Peter)

Movement Points: **Tonnage:** 100  
Walking: 3 **Tech Base:** Inner Sphere  
Running: 5 **Rules Level:** Standard  
Jumping: 0 **Role:** Juggernaut  
Engine Type: 300 Fusion

### Weapons & Equipment Inventory

| Qty | Type                 | Loc | Ht | Dmg             | Min | Sht | Med | Lng |
|-----|----------------------|-----|----|-----------------|-----|-----|-----|-----|
| 1   | Medium Pulse Laser   | LA  | 4  | 6 [P]           | —   | 2   | 4   | 6   |
| 3   | Rocket Launcher 10   | LA  | 3  | 1/Msl [M,C]     | —   | 5   | 11  | 18  |
| 1   | Medium Pulse Laser   | RA  | 4  | 6 [P]           | —   | 2   | 4   | 6   |
| 3   | Rocket Launcher 10   | RA  | 3  | 1/Msl [M,C]     | —   | 5   | 11  | 18  |
| 2   | ER Large Laser       | LT  | 12 | 8 [DE]          | —   | 7   | 14  | 19  |
| 3   | Rocket Launcher 10   | LT  | 3  | 1/Msl [M,C]     | —   | 5   | 11  | 18  |
| 1   | Heavy Gauss Rifle    | RT  | 2  | 25/20/10 [DB,X] | 4   | 6   | 13  | 20  |
| 1   | ECM Suite (Guardian) | CT  | —  | [E]             | —   | —   | —   | 6   |
| 1   | C3 Computer (Slave)  | CT  | —  | [E]             | —   | —   | —   | —   |
| 1   | Rocket Launcher 10   | CT  | 3  | 1/Msl [M,C]     | —   | 5   | 11  | 18  |
| 1   | Medium Pulse Laser   | HD  | 4  | 6 [P]           | —   | 2   | 4   | 6   |

Ammo: (Heavy Gauss) 16

BV: 2,458

### WARRIOR DATA

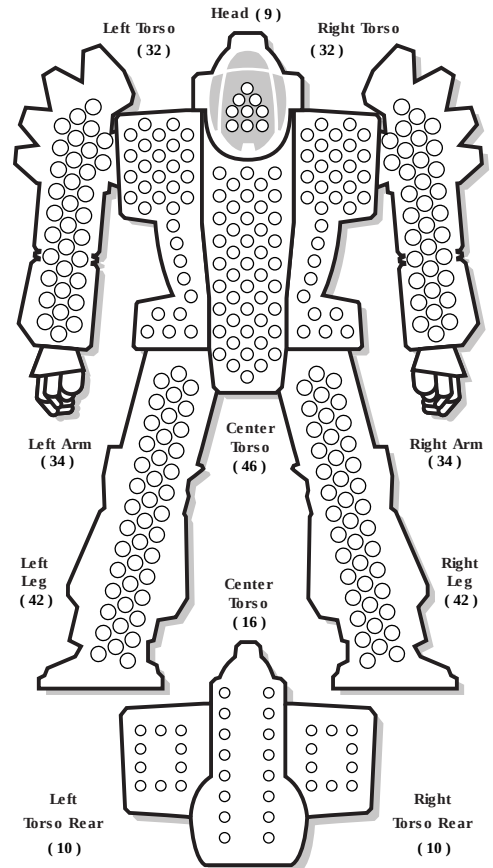
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

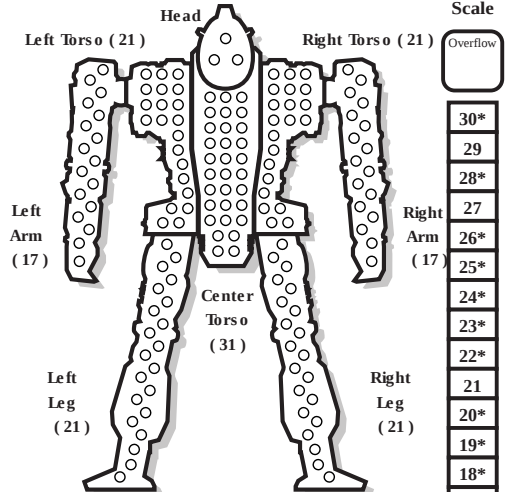
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 13 (26) |
|-------------|------------------------|----------------------------|
| 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     | ○ ○ ○                      |

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Large Laser
- ER Large Laser

1-3

- ER Large Laser
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Endo Steel
- Endo Steel

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

1-3

#### Center Torso

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

1-3

- Fusion Engine
- Fusion Engine
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- C3 Slave
- Rocket Launcher 10

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10

1-3

- Ammo (Heavy Gauss) 4
- Ammo (Heavy Gauss) 4
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Torso (CASE)

- CASE
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle

1-3

- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle

4-6

#### Right Leg

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



Damage Transfer Diagram