

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Annihilator ANH-1A

Movement Points: **Tonnage:** 100
Walking: 2 **Tech Base:** Inner Sphere
Running: 3 **Rules Level:** Introductory
Jumping: 0 **Role:** Juggernaut
Engine Type: 200 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/10	LA	3	10 [DB,S]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	AC/10	RA	3	10 [DB,S]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AC/10	LT	3	10 [DB,S]	—	5	10	15
1	AC/10	RT	3	10 [DB,S]	—	5	10	15
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Ammo: (AC/10) 40

BV: 1,434



WARRIOR DATA

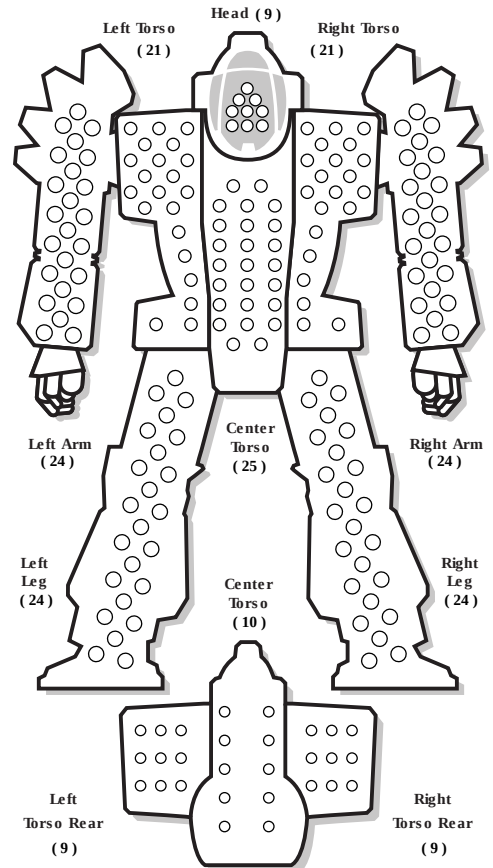
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- AC/10
 - AC/10
 - AC/10

- 4-6
- AC/10
 - AC/10
 - AC/10
 - AC/10
 - Medium Laser
 - Roll Again

- Left Torso**
- Heat Sink
 - Heat Sink
 - Heat Sink
- 1-3
- AC/10
 - AC/10
 - AC/10
- 4-6
- AC/10
 - AC/10
 - AC/10
 - AC/10
 - Ammo (AC/10) 10
 - Ammo (AC/10) 10

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Heat Sink

Head

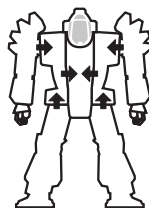
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1-3
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- 4-6
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Laser
 - Medium Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- AC/10
 - AC/10
 - AC/10

- 4-6
- AC/10
 - AC/10
 - AC/10
 - AC/10
 - Medium Laser
 - Roll Again

Right Torso

- Heat Sink
 - Heat Sink
 - Heat Sink
- 1-3
- AC/10
 - AC/10
 - AC/10

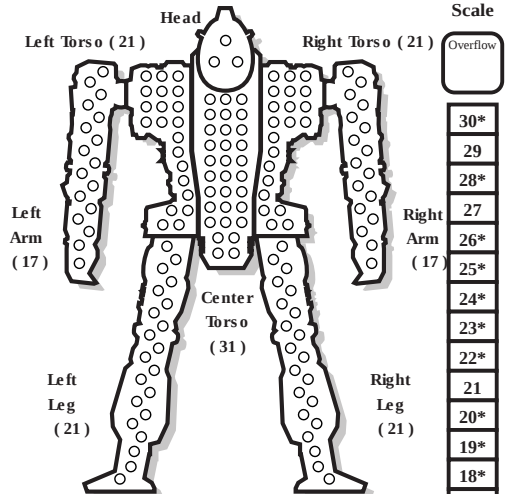
- 4-6
- AC/10
 - AC/10
 - AC/10
 - AC/10
 - Ammo (AC/10) 10
 - Ammo (AC/10) 10

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	18
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
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