

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Anubis ABS-4C

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 240 XL

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

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

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5
1	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	MML 5	LT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 5	RT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	ECM Suite (Guardian)	CT	—	[E]	—	—	—	6

Ammo: (MML 5/LRM) 24, (MML 5/SRM) 20

BV: 833



CRITICAL TABLE

Left Arm		Right Arm	
1-3	1. Shoulder	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Lower Arm Actuator
	4. ER Small Laser		4. ER Small Laser
	5. Endo Steel		5. Endo Steel
	6. Endo Steel		6. Endo Steel
Center Torso			
4-6	1. Endo Steel	4-6	1. Endo Steel
	2. Endo Steel		2. Endo Steel
	3. Endo Steel		3. Endo Steel
	4. Stealth		4. Stealth
	5. Stealth		5. Stealth
	6. Roll Again		6. Roll Again
Left Torso		Right Torso	
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine
	3. XL Fusion Engine		3. XL Fusion Engine
	4. MML 5		4. Double Heat Sink
	5. MML 5		5. Double Heat Sink
	6. MML 5		6. Double Heat Sink
1. Ammo (MML 5/LRM) 24 2. Ammo (MML 5/SRM) 20 3. Endo Steel 4. Endo Steel 5. Stealth 6. Stealth		1. MML 5 2. MML 5 3. MML 5 4. Endo Steel 5. Stealth 6. Stealth	
Left Leg		Right Leg	
4-6	1. Hip	4-6	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. Stealth		5. Stealth
	6. Stealth		6. Stealth

1. Life Support

2. Sensors

3. Cockpit

4. Endo Steel

5. Sensors

6. Life Support

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

4. Gyro

5. Gyro

6. Gyro

1. Gyro

2. XL Fusion Engine

3. XL Fusion Engine

4. XL Fusion Engine

5. ECM Suite (Guardian)

6. ECM Suite (Guardian)

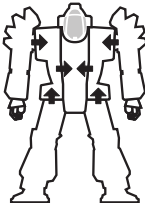
Engine Hits ○○○○

Gyro Hits ○○○○

Sensor Hits ○○○○

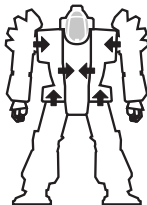
Life Support ○





Damage Transfer

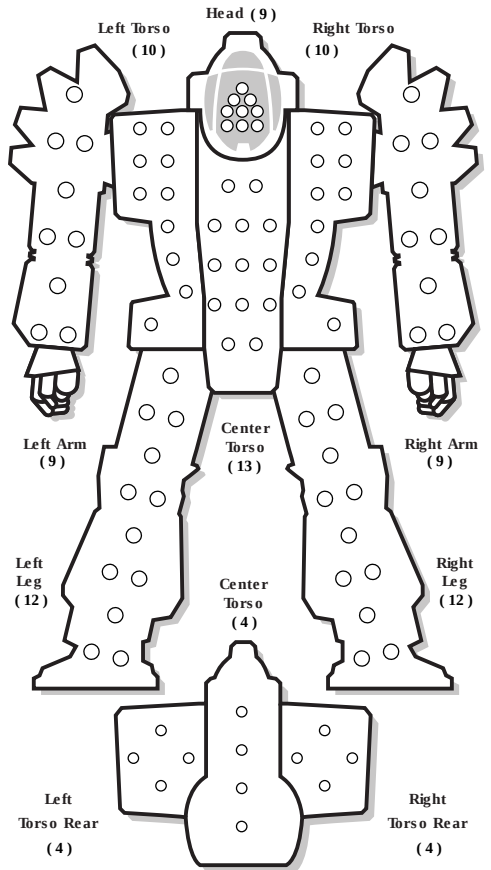
Diagram



Damage Transfer Diagram

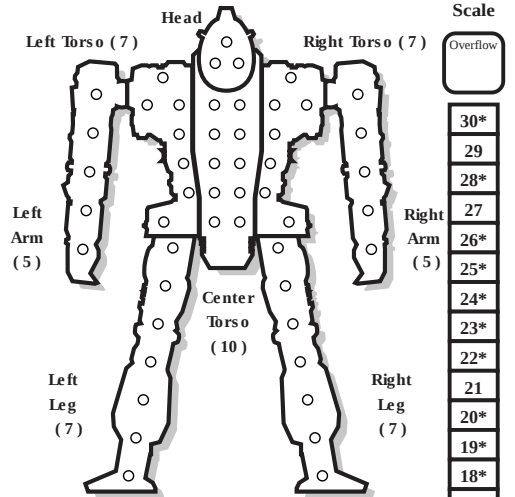
ARMOR DIAGRAM

Stealth



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*
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16
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