

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Annihilator ANH-5W

Movement Points: **Tonnage:** 100
Walking: 2 **Tech Base:** Mixed
Running: 3 **Rules Level:** Standard
Jumping: 0 **Role:** Sniper
Engine Type: 200 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle (C)	LA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser (C)	LA	4	7 [P]	—	4	8	12
1	Gauss Rifle (C)	RA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser (C)	RA	4	7 [P]	—	4	8	12
1	Gauss Rifle (C)	LT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle (C)	RT	1	15 [DB,X]	2	7	15	22
2	Medium Pulse Laser (C)	CT	4	7 [P]	—	4	8	12

Ammo: (Gauss) 64

BV: 2,595



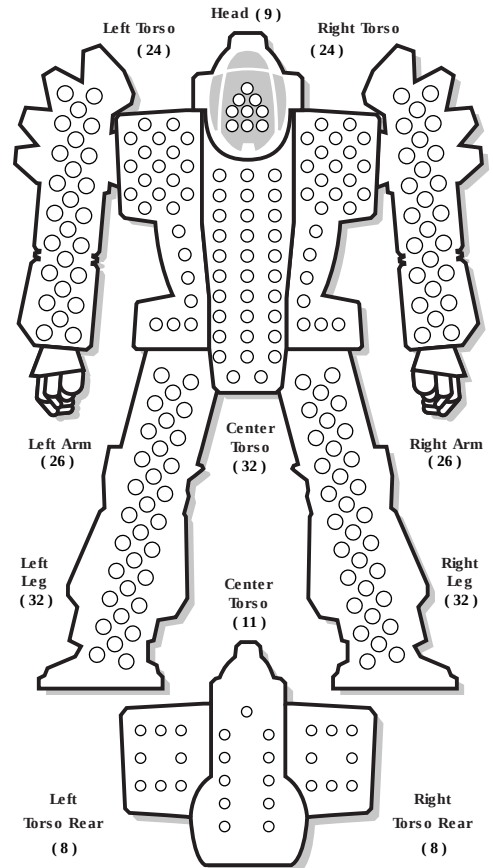
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

ARMOR DIAGRAM

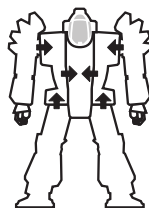
Standard Armor



CRITICAL TABLE

Left Arm (CASE II)		Head		Right Arm (CASE II)	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Gauss Rifle [Clan] 5. Gauss Rifle [Clan] 6. Gauss Rifle [Clan]	1-3	1. Life Support 2. Sensors 3. Cockpit 4. Endo Steel [Clan] 5. Sensors 6. Life Support	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Gauss Rifle [Clan] 5. Gauss Rifle [Clan] 6. Gauss Rifle [Clan]
Center Torso		Left Torso (CASE II)		Right Torso (CASE II)	
4-6	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Medium Pulse Laser [Clan] 5. CASE II [Clan] 6. Endo Steel [Clan]	1-3	1. Double Heat Sink [Clan] 2. Double Heat Sink [Clan] 3. Gauss Rifle [Clan] 4. Gauss Rifle [Clan] 5. Gauss Rifle [Clan] 6. Gauss Rifle [Clan]	1-3	1. Double Heat Sink [Clan] 2. Double Heat Sink [Clan] 3. Gauss Rifle [Clan] 4. Gauss Rifle [Clan] 5. Gauss Rifle [Clan] 6. Gauss Rifle [Clan]
4-6	1. Fusion Engine 2. Fusion Engine 3. Medium Pulse Laser [Clan] 4. Medium Pulse Laser [Clan] 5. Ammo (Gauss) 8 6. Ammo (Gauss) 8	4-6	1. Gauss Rifle [Clan] 2. Gauss Rifle [Clan] 3. Gauss Rifle [Clan] 4. Medium Pulse Laser [Clan] 5. CASE II [Clan] 6. Endo Steel [Clan]	4-6	1. Gauss Rifle [Clan] 2. Gauss Rifle [Clan] 3. Gauss Rifle [Clan] 4. Medium Pulse Laser [Clan] 5. CASE II [Clan] 6. Endo Steel [Clan]
Left Torso (CASE II)		Engine Hits		Right Torso (CASE II)	
1-3	1. Double Heat Sink [Clan] 2. Double Heat Sink [Clan] 3. Gauss Rifle [Clan] 4. Gauss Rifle [Clan] 5. Gauss Rifle [Clan] 6. Gauss Rifle [Clan]	1-3	1. Fusion Engine 2. Fusion Engine 3. Medium Pulse Laser [Clan] 4. Medium Pulse Laser [Clan] 5. Ammo (Gauss) 8 6. Ammo (Gauss) 8	1-3	1. Double Heat Sink [Clan] 2. Double Heat Sink [Clan] 3. Gauss Rifle [Clan] 4. Gauss Rifle [Clan] 5. Gauss Rifle [Clan] 6. Gauss Rifle [Clan]
4-6	1. Gauss Rifle [Clan] 2. Gauss Rifle [Clan] 3. Ammo (Gauss) 8 4. Ammo (Gauss) 8 5. Ammo (Gauss) 8 6. CASE II [Clan]	4-6	1. Fusion Engine 2. Fusion Engine 3. Medium Pulse Laser [Clan] 4. Medium Pulse Laser [Clan] 5. Ammo (Gauss) 8 6. Ammo (Gauss) 8	4-6	1. Gauss Rifle [Clan] 2. Gauss Rifle [Clan] 3. Gauss Rifle [Clan] 4. Medium Pulse Laser [Clan] 5. CASE II [Clan] 6. Endo Steel [Clan]
Left Leg		Gyro Hits		Right Torso (CASE II)	
1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel [Clan] 6. Endo Steel [Clan]	1-3	1. Fusion Engine 2. Fusion Engine 3. Medium Pulse Laser [Clan] 4. Medium Pulse Laser [Clan] 5. Ammo (Gauss) 8 6. Ammo (Gauss) 8	1-3	1. Double Heat Sink [Clan] 2. Double Heat Sink [Clan] 3. Gauss Rifle [Clan] 4. Gauss Rifle [Clan] 5. Gauss Rifle [Clan] 6. Gauss Rifle [Clan]
4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel [Clan] 6. Endo Steel [Clan]	4-6	1. Fusion Engine 2. Fusion Engine 3. Medium Pulse Laser [Clan] 4. Medium Pulse Laser [Clan] 5. Ammo (Gauss) 8 6. Ammo (Gauss) 8	4-6	1. Gauss Rifle [Clan] 2. Gauss Rifle [Clan] 3. Gauss Rifle [Clan] 4. Medium Pulse Laser [Clan] 5. CASE II [Clan] 6. Endo Steel [Clan]
Right Leg		Sensor Hits		Right Torso (CASE II)	
1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel [Clan] 6. Endo Steel [Clan]	1-3	1. Fusion Engine 2. Fusion Engine 3. Medium Pulse Laser [Clan] 4. Medium Pulse Laser [Clan] 5. Ammo (Gauss) 8 6. Ammo (Gauss) 8	1-3	1. Double Heat Sink [Clan] 2. Double Heat Sink [Clan] 3. Gauss Rifle [Clan] 4. Gauss Rifle [Clan] 5. Gauss Rifle [Clan] 6. Gauss Rifle [Clan]
4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel [Clan] 6. Endo Steel [Clan]	4-6	1. Fusion Engine 2. Fusion Engine 3. Medium Pulse Laser [Clan] 4. Medium Pulse Laser [Clan] 5. Ammo (Gauss) 8 6. Ammo (Gauss) 8	4-6	1. Gauss Rifle [Clan] 2. Gauss Rifle [Clan] 3. Gauss Rifle [Clan] 4. Medium Pulse Laser [Clan] 5. CASE II [Clan] 6. Endo Steel [Clan]

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

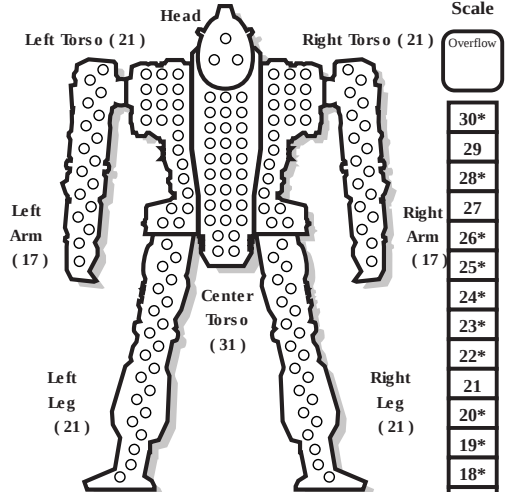


Damage Transfer Diagram



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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3
2
1
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