

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Annihilator ANH-2AX

Movement Points: **Tonnage:** 100  
**Walking:** 2 **Tech Base:** Inner Sphere  
**Running:** 3 **Rules Level:** Advanced  
**Jumping:** 0 **Role:** Sniper  
**Engine Type:** 200 Compact

### Weapons & Equipment Inventory

| Qty | Type                   | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|------------------------|-----|----|-----------|-----|-----|-----|-----|
| 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  |

Ammo: (iHeavy Gauss) 32

BV: 2,553



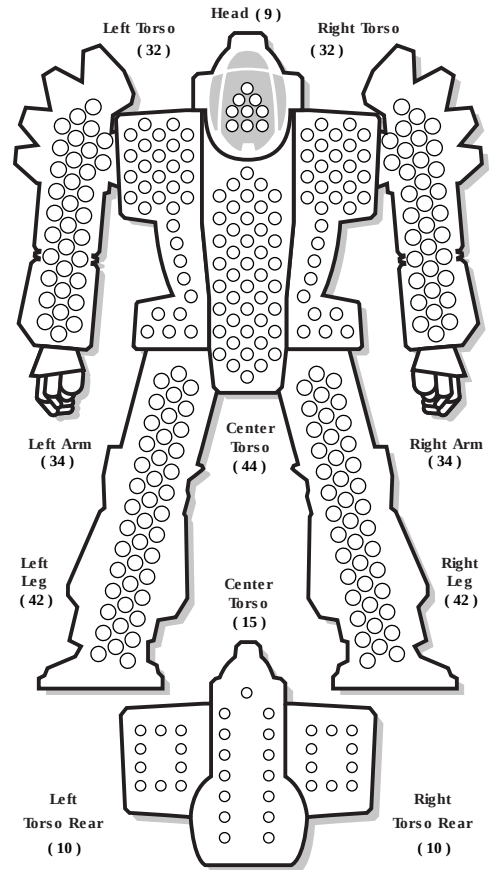
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

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

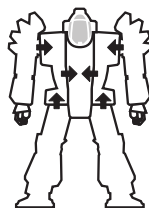
### ARMOR DIAGRAM

Reflective



### CRITICAL TABLE

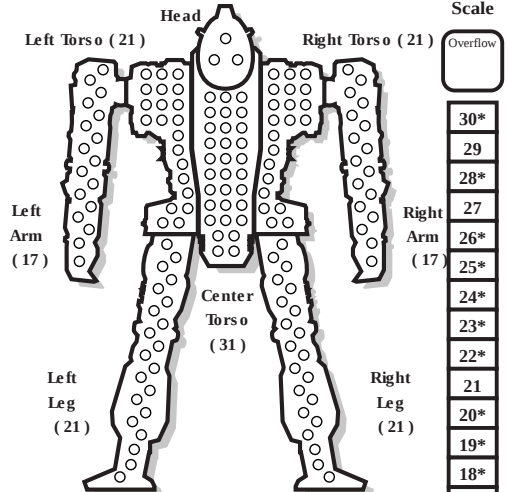
|                                                                                                                                                                                                        |  |                                                                                                                                                               |  |                                                                                                                                                                                       |  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|---------------------------------------------------------------------------------------------------------------------------------------------------------------|--|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <b>Left Arm</b><br>1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Ammo (iHeavy Gauss) 4<br>5. Ammo (iHeavy Gauss) 4<br>6. Ammo (iHeavy Gauss) 4                                   |  | <b>Head</b><br>1. Life Support<br>2. Sensors<br>3. Cockpit<br>4. Reflective<br>5. Sensors<br>6. Life Support                                                  |  | <b>Right Arm</b><br>1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Ammo (iHeavy Gauss) 4<br>5. Ammo (iHeavy Gauss) 4<br>6. Ammo (iHeavy Gauss) 4                 |  |
| <b>Left Torso (CASE)</b><br>1. Imp. Heavy Gauss Rifle<br>2. Imp. Heavy Gauss Rifle<br>3. Imp. Heavy Gauss Rifle<br>4. Imp. Heavy Gauss Rifle<br>5. Imp. Heavy Gauss Rifle<br>6. Imp. Heavy Gauss Rifle |  | <b>Center Torso</b><br>1. Compact Fusion Engine<br>2. Compact Fusion Engine<br>3. Compact Fusion Engine<br>4. Compact Gyro<br>5. Compact Gyro<br>6. Heat Sink |  | <b>Right Torso (CASE)</b><br>1. Imp. Heavy Gauss Rifle<br>2. Imp. Heavy Gauss Rifle<br>3. Imp. Heavy Gauss Rifle<br>4. Imp. Heavy Gauss Rifle<br>5. Imp. Heavy Gauss Rifle<br>6. CASE |  |
| <b>Left Leg</b><br>1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Reflective<br>6. Reflective                                                                      |  | <b>Right Leg</b><br>1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Reflective<br>6. Reflective                            |  | <b>Engine Hits</b> ○○○○<br><b>Gyro Hits</b> ○○○○<br><b>Sensor Hits</b> ○○○○<br><b>Life Support</b> ○                                                                                  |  |



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

Standard Structure



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: |
|-------------|------------------------|-------------|
| 30          | Shutdown               | 10          |
| 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   |