

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Annihilator ANH-2A
Movement Points: 200 Fusion
Walking: 2
Running: 3
Jumping: 0
Engine Type: 200 Fusion
Tonnage: 100
Tech Base: Inner Sphere
Rules Level: Standard
Role: Juggernaut

Weapons & Equipment Inventory (hexes)								
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10	—	6	12	18
[DB,C/F/S]								
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB,C/F/S]								
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	LB 10-X AC	LT	2	10	—	6	12	18
[DB,C/F/S]								
1	LB 10-X AC	RT	2	10	—	6	12	18
[DB,C/F/S]								
2	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6

Ammo: (LB 10-X) 20, (LB 10-X Cluster) 20

BV: 1,595



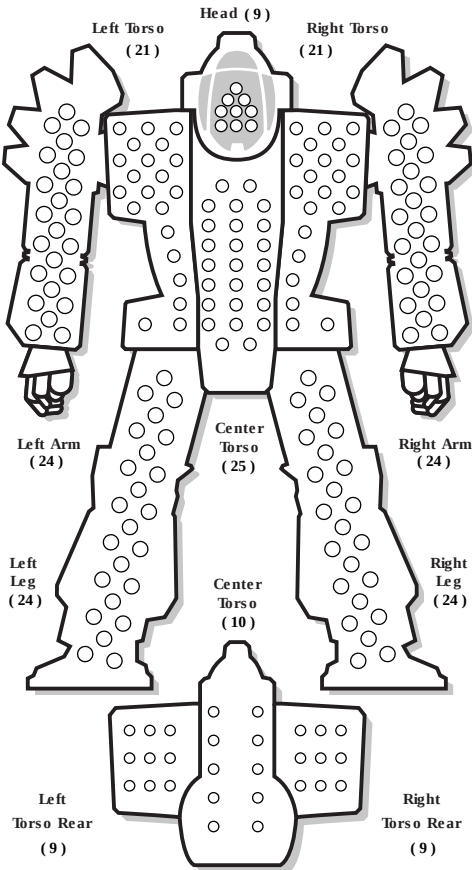
WARRIOR DATA

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

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

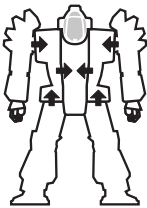
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

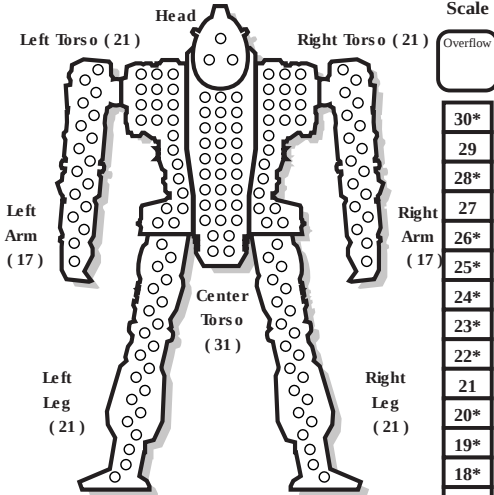
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. LB 10-X AC		4. Heat Sink		4. LB 10-X AC
	5. LB 10-X AC		5. Sensors		5. LB 10-X AC
	6. LB 10-X AC		6. Life Support		6. LB 10-X AC
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. LB 10-X AC	1-3	1. Heat Sink	1-3	1. Heat Sink
	2. LB 10-X AC		2. Heat Sink		2. Heat Sink
	3. LB 10-X AC		3. LB 10-X AC		3. LB 10-X AC
	4. Medium Pulse Laser		4. LB 10-X AC		4. LB 10-X AC
	5. Roll Again		5. LB 10-X AC		5. LB 10-X AC
	6. Roll Again		6. LB 10-X AC		6. LB 10-X AC
4-6	1. Fusion Engine	4-6	1. LB 10-X AC	4-6	1. LB 10-X AC
	2. Fusion Engine		2. LB 10-X AC		2. LB 10-X AC
	3. Fusion Engine		3. Ammo (LB 10-X Cluster) 10		3. Ammo (LB 10-X Cluster) 10
	4. Gyro		4. Ammo (LB 10-X) 10		4. Ammo (LB 10-X) 10
	5. Gyro		5. CASE		5. CASE
	6. Gyro		6. Roll Again		6. Roll Again
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Heat Sink		5. Heat Sink		
	6. Heat Sink		6. Heat Sink		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	17
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

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
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