

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Annihilator ANH-3A

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
2	Light AC/2	LA	1	2 [DB,S]	—	6	12	18
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
2	Light AC/2	RA	1	2 [DB,S]	—	6	12	18
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
2	Light AC/2	LT	1	2 [DB,S]	—	6	12	18
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
2	Light AC/2	RT	1	2 [DB,S]	—	6	12	18
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: (LAC/2) 225

BV: 1,712



WARRIOR DATA

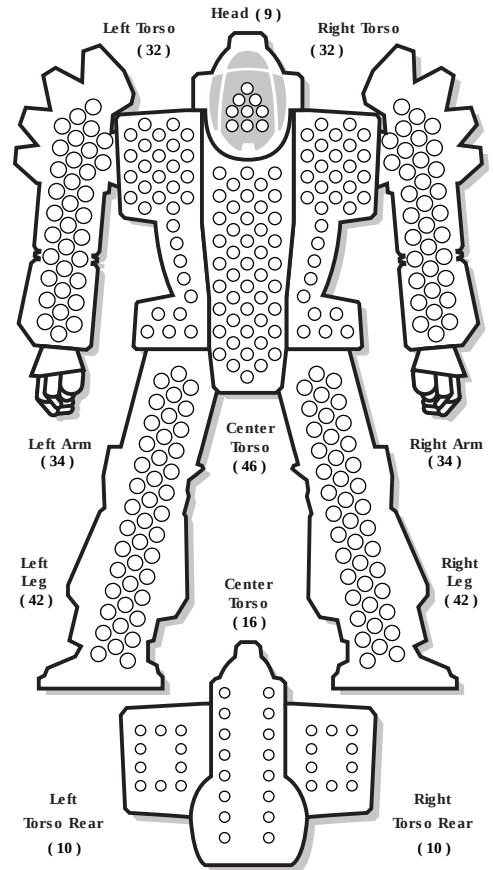
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

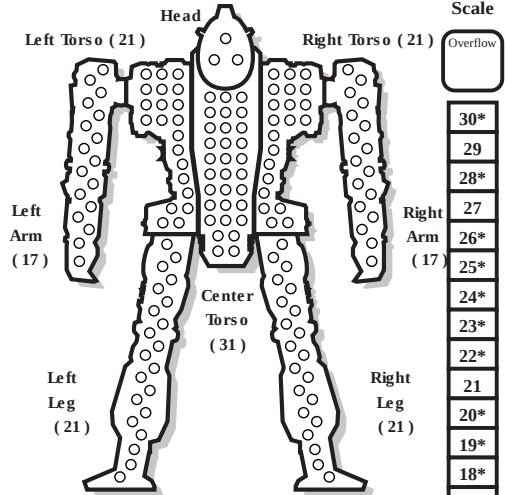
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- Light AC/2
- Light AC/2
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- ER Medium Laser
- Light AC/2
- Light AC/2
- Ammo (LAC/2) 45
- Ammo (LAC/2) 45
- Ammo (LAC/2) 45

1-3

- Ammo (LAC/2) 45
- Ammo (LAC/2) 45
- CASE
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Light Ferro-Fibrous
- Sensors
- Life Support

1-3

Center Torso

- Compact Fusion Engine
- Compact Fusion Engine
- Compact Fusion Engine
- Compact Gyro
- Compact Gyro
- Double Heat Sink

4-6

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Light Ferro-Fibrous

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- Light AC/2
- Light AC/2
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- ER Medium Laser
- Light AC/2
- Light AC/2
- Targeting Computer
- Targeting Computer
- Targeting Computer

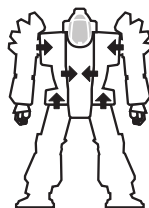
1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Roll Again



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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	○○○