

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Annihilator ANH-4A

Movement Points: **Tonnage:** 100
Walking: 2 **Tech Base:** Inner Sphere
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	Heavy PPC	LA	15	15 [DE]	3	6	12	18
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
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]				
1	Light AC/2	CT	1	2 [DB,S]	—	6	12	18
1	Light AC/2	HD	1	2 [DB,S]	—	6	12	18

Ammo: (LAC/2) 90, (LB 10-X) 40

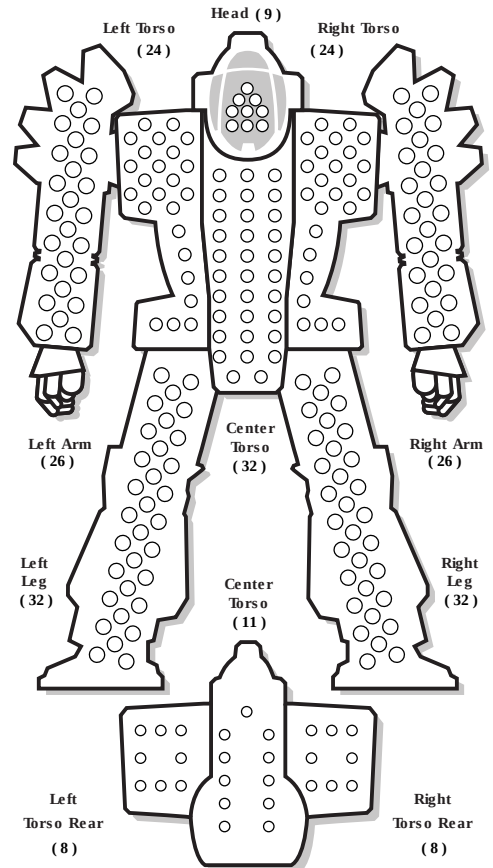
WARRIOR DATA

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

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

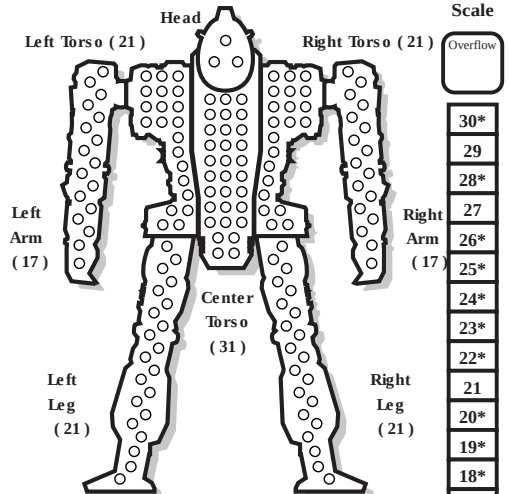
ARMOR DIAGRAM

Standard Armor



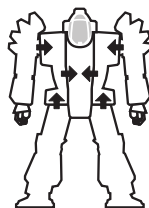
INTERNAL STRUCTURE DIAGRAM

Standard Structure



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. Double Heat Sink		3. Cockpit		3. Double Heat Sink
	4. Double Heat Sink		4. Light AC/2		4. Double Heat Sink
	5. Double Heat Sink		5. Sensors		5. Double Heat Sink
	6. Double Heat Sink		6. Life Support		6. Double Heat Sink
Left Torso		Center Torso		Right Torso	
1-3	1. Double Heat Sink	1-3	1. Fusion Engine	1-3	1. Double Heat Sink
	2. Double Heat Sink		2. Fusion Engine		2. Double Heat Sink
4-6	3. Heavy PPC	4-6	3. Fusion Engine	4-6	3. Heavy PPC
	4. Heavy PPC		4. Compact Gyro		4. Heavy PPC
	5. Heavy PPC		5. Compact Gyro		5. Heavy PPC
	6. Heavy PPC		6. Fusion Engine		6. Heavy PPC
1-3	1. Double Heat Sink	1-3	1. Fusion Engine	1-3	1. Double Heat Sink
	2. Double Heat Sink		2. Fusion Engine		2. Double Heat Sink
	3. Double Heat Sink		3. Double Heat Sink		3. Double Heat Sink
	4. LB 10-X AC		4. Double Heat Sink		4. LB 10-X AC
	5. LB 10-X AC		5. Double Heat Sink		5. LB 10-X AC
	6. LB 10-X AC		6. Light AC/2		6. LB 10-X AC
4-6	1. LB 10-X AC	4-6	1. Fusion Engine	4-6	1. LB 10-X AC
	2. LB 10-X AC		2. Fusion Engine		2. LB 10-X AC
	3. LB 10-X AC		3. Double Heat Sink		3. LB 10-X AC
	4. Ammo (LB 10-X) 10		4. Double Heat Sink		4. Ammo (LB 10-X) 10
	5. Ammo (LB 10-X) 10		5. Double Heat Sink		5. Ammo (LB 10-X) 10
	6. Ammo (LAC/2) 45		6. Light AC/2		6. Ammo (LAC/2) 45
Left Leg		Engine Hits		Right Leg	
1-3	1. Hip		1. Double Heat Sink	1-3	1. Hip
	2. Upper Leg Actuator		2. Double Heat Sink		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. Double Heat Sink		3. Lower Leg Actuator
	4. Foot Actuator		4. Double Heat Sink		4. Foot Actuator
	5. Roll Again		5. Double Heat Sink		5. Roll Again
	6. Roll Again		6. Life Support		6. Roll Again



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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

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	○