

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Annihilator ANH-1E

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

### Weapons & Equipment Inventory

| Qty | Type         | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|--------------|-----|----|---------|-----|-----|-----|-----|
| 2   | PPC          | LA  | 10 | 10 [DE] | 3   | 6   | 12  | 18  |
| 1   | Medium Laser | LA  | 3  | 5 [DE]  | —   | 3   | 6   | 9   |
| 2   | PPC          | RA  | 10 | 10 [DE] | 3   | 6   | 12  | 18  |
| 1   | Medium Laser | RA  | 3  | 5 [DE]  | —   | 3   | 6   | 9   |
| 2   | Medium Laser | CT  | 3  | 5 [DE]  | —   | 3   | 6   | 9   |

### WARRIOR DATA

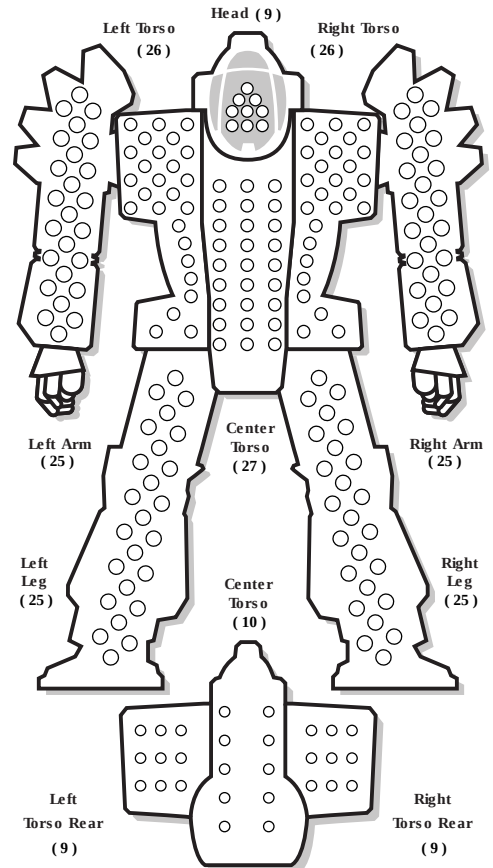
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### ARMOR DIAGRAM

#### Standard Armor

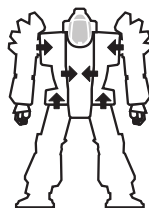


BV: 1,625



### CRITICAL TABLE

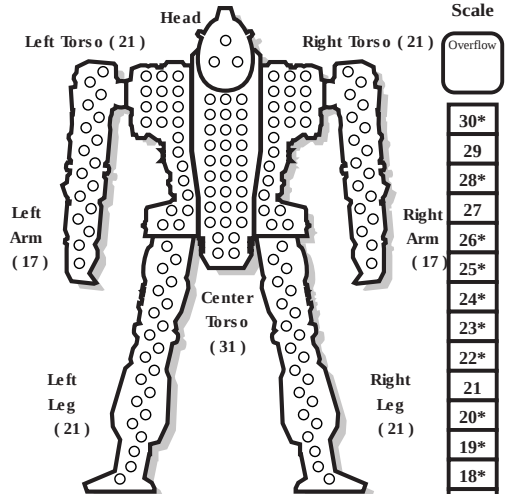
| Left Arm     |                       | Head         |                       | Right Arm    |                       |
|--------------|-----------------------|--------------|-----------------------|--------------|-----------------------|
| 1-3          | 1. Shoulder           | 1-3          | 1. Life 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. Heat Sink          |              | 4. Heat Sink          |              | 4. Heat Sink          |
|              | 5. Heat Sink          |              | 5. Sensors            |              | 5. Heat Sink          |
|              | 6. PPC                |              | 6. Life Support       |              | 6. PPC                |
| Center Torso |                       | Left Torso   |                       | Right Torso  |                       |
| 4-6          | 1. PPC                | 1-3          | 1. Fusion Engine      | 4-6          | 1. PPC                |
|              | 2. PPC                |              | 2. Fusion Engine      |              | 2. PPC                |
|              | 3. PPC                |              | 3. Fusion Engine      |              | 3. PPC                |
|              | 4. PPC                |              | 4. Gyro               |              | 4. PPC                |
|              | 5. PPC                |              | 5. Gyro               |              | 5. PPC                |
|              | 6. Medium Laser       |              | 6. Gyro               |              | 6. Medium Laser       |
| Left Torso   |                       | Center Torso |                       | Right Torso  |                       |
| 1-3          | 1. Heat Sink          | 4-6          | 1. Gyro               | 1-3          | 1. Heat Sink          |
|              | 2. Heat Sink          |              | 2. Fusion Engine      |              | 2. Heat Sink          |
|              | 3. Heat Sink          |              | 3. Fusion Engine      |              | 3. Heat Sink          |
|              | 4. Heat Sink          |              | 4. Fusion Engine      |              | 4. Heat Sink          |
|              | 5. Heat Sink          |              | 5. Medium Laser       |              | 5. Heat Sink          |
|              | 6. Heat Sink          |              | 6. Medium Laser       |              | 6. Heat Sink          |
| 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               | 41          |
| 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   |