

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Annihilator ANH-1A

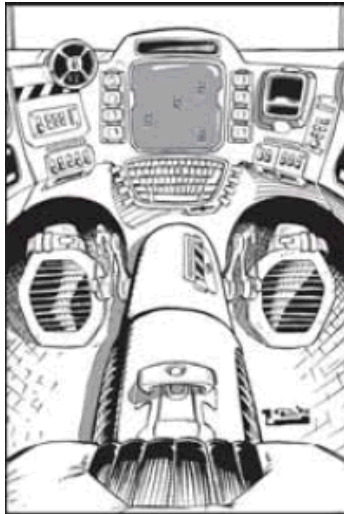
Movement Points: \_\_\_\_\_ Tonnage: 100  
 Walking: 2 Tech Base: Inner Sphere  
 Running: 3 Era: 3025  
 Jumping: 0

### WARRIOR DATA

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

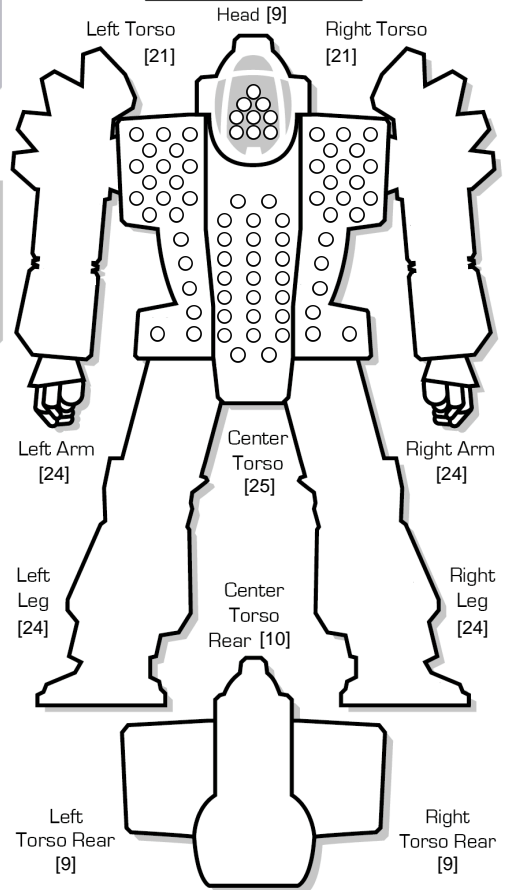
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



Generated at Mordel.Net

### ARMOR DIAGRAM



### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5	—	3	6	9
1	Medium Laser	RA	3	5	—	3	6	9
1	Medium Laser	LA	3	5	—	3	6	9
1	Autocannon/10	RA	3	10	—	5	10	15
1	Autocannon/10	LA	3	10	—	5	10	15
1	Autocannon/10	RT	3	10	—	5	10	15
1	Autocannon/10	LT	3	10	—	5	10	15

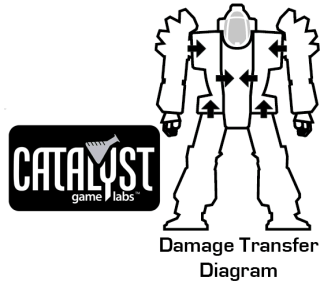
Cost: 7,696,666

BV1: 1,151

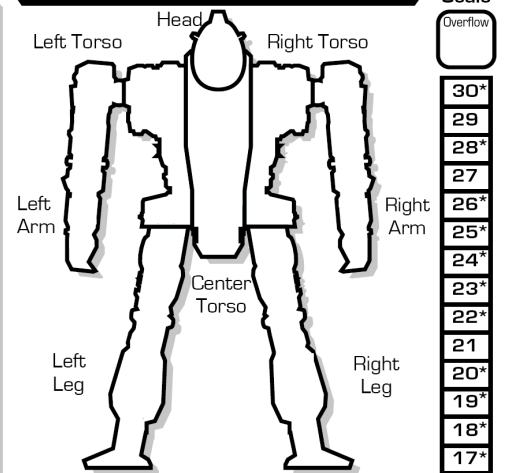
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Head</b>	1.	2.	3.	4.	5.	6.
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Autocannon/10	5. Autocannon/10	6. Autocannon/10
<b>Right Arm</b>	1.	2.	3.	4.	5.	6.
<b>Center Torso</b>	1. Autocannon/10	2. Autocannon/10	3. Autocannon/10	4. Autocannon/10	5. Medium Laser	6. Roll Again
<b>Left Torso</b>	1.	2.	3.	4.	5.	6.
<b>Right Torso</b>	1.	2.	3.	4.	5.	6.
<b>Left Leg</b>	1.	2.	3.	4.	5.	6.
<b>Right Leg</b>	1.	2.	3.	4.	5.	6.

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



### INTERNAL STRUCTURE DIAGRAM



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

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
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	