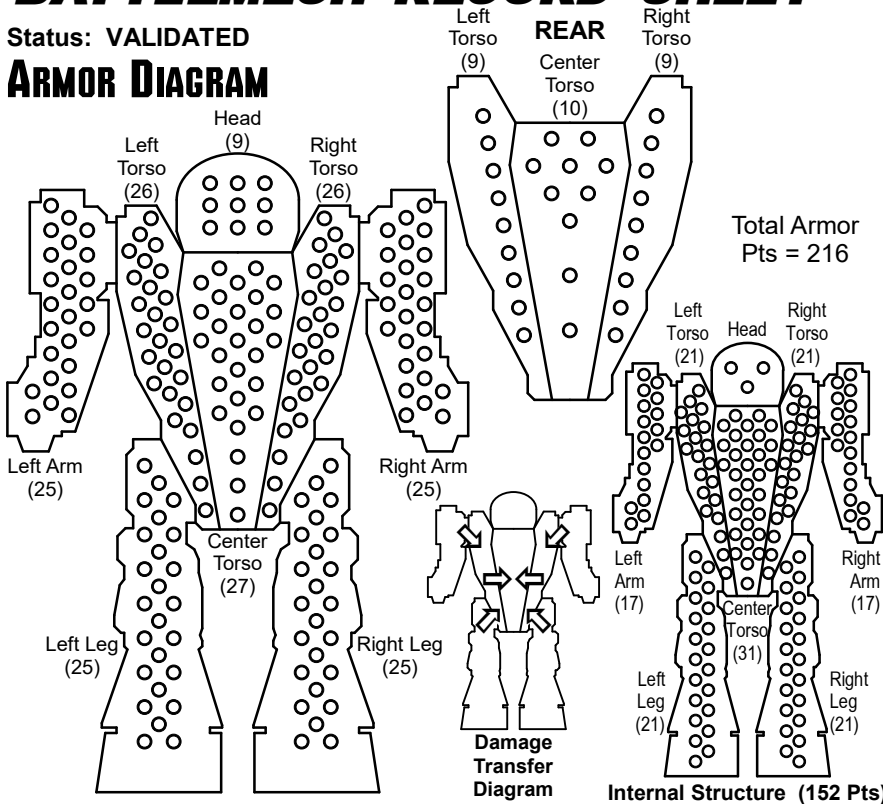


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 216

Internal Structure (152 Pts)

### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Medium Laser
5. PPC
6. PPC
1. PPC
- 1-3 2. PPC
3. PPC
- 4-6 4. PPC
5. Single Heat Sink
6. Single Heat Sink

#### Left Torso

1. Single Heat Sink
2. Single Heat Sink
- 1-3 3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
- 4-6 4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Single Heat Sink
5. Sensors
6. Life Support

#### Center Torso

1. Fusion Engine
2. Fusion Engine
- 1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 4. Fusion Engine
5. Medium Laser
6. Medium Laser

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

Battle Value: **1,625**  
 Weapon Value: **2,056 / 2,056**  
 Cost, C-Bills: **7,760,666**

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Medium Laser
5. PPC
6. PPC
1. PPC
2. PPC
3. PPC
- 4-6 4. PPC
5. Single Heat Sink
6. Single Heat Sink

#### Right Torso

1. Single Heat Sink
2. Single Heat Sink
- 1-3 3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
- 4-6 4. Single Heat Sink
5. Single Heat Sink
6. Single Heat Sink

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

### 'MECH DATA

Type: **Annihilator ANH-1E**

Mass: **100 tons**

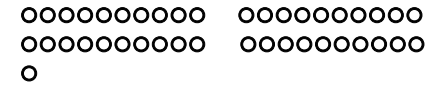
Movement Points: Tech, Config. & Level:

Walking: **2**      **Inner Sphere**  
 Running: **3**      **Biped 'Mech**  
 Jumping: **0**      **Level 1 / 3050**

### Weapons Inventory: (hexes)

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

### Total Heat Sinks: 41 Single



Auto Eject:      Weapon Heat: **(52)**  
 Operational     Disabled

### WARRIOR DATA

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

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

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

### HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

