

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Space Hound ProspectorMech AM-PRM-SH1

Movement Points:

Walking: 4

Running: 6

Jumping: 1

Engine Type: 160 Fusion

Tonnage: 40

Tech Base: Inner Sphere

Rules Level: Standard

Role: None

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Lift Hoist/Arresting Hoist	LA	—	[E]	—	—	—	—
1	Mining Drill	RA	—	4	—	—	—	—
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	Cargo (1 ton)	LT	—	[E]	—	—	—	—
2	Cargo (1 ton)	RT	—	[E]	—	—	—	—
1	Searchlight	CT	—	[E]	—	—	—	—

BV: 465



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lift Hoist/Arresting Hoist
- Lift Hoist/Arresting Hoist

1-3

- Lift Hoist/Arresting Hoist
- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Cargo
- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Environmental Sealing

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Environmental Sealing
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Searchlight
- Environmental Sealing

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Mining Drill
- Mining Drill
- Mining Drill

1-3

- Mining Drill
- Small Laser
- Heat Sink
- Environmental Sealing
- Roll Again
- Roll Again

4-6

Right Torso

- Cargo
- Cargo
- Jump Jet
- Heat Sink
- Environmental Sealing
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Environmental Sealing

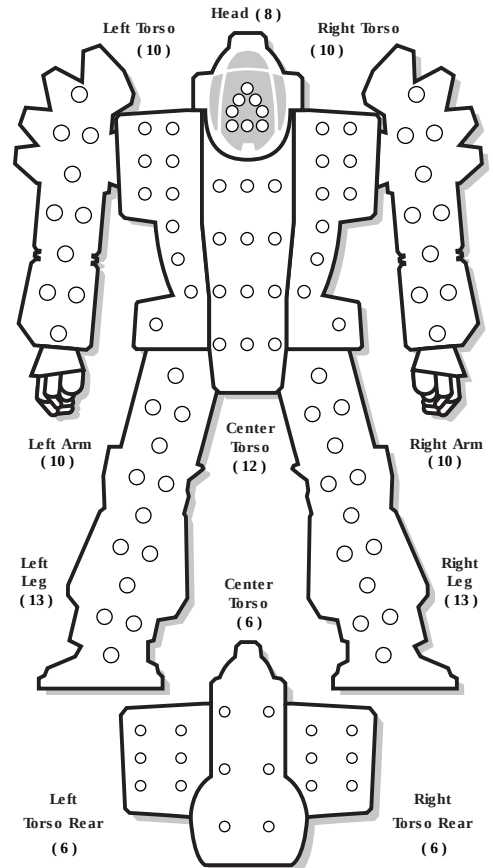


Damage Transfer Diagram



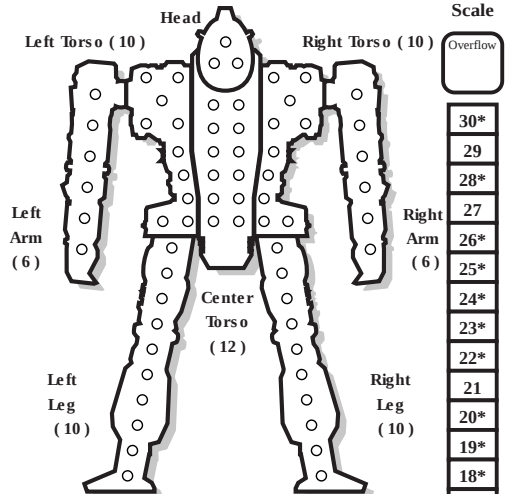
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Industrial



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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