

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Reptar MilitiaMech EPT-C-1

Movement Points: **Tonnage:** 35
Walking: 5 **Tech Base:** Clan
Running: 8 **Rules Level:** Standard
Jumping: 0 **Role:** None
Engine Type: 175 Fuel Cell

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ProtoMech AC/8	RA	2	8 [DB,S]	—	3	7	10
1	Light Machine Gun	LT	—	1 [DB,AI]	—	2	4	6
1	Light Machine Gun	RT	—	1 [DB,AI]	—	2	4	6

Ammo: (Light Machine Gun) 100, (Proto AC/8) 20

BV: 455



WARRIOR DATA

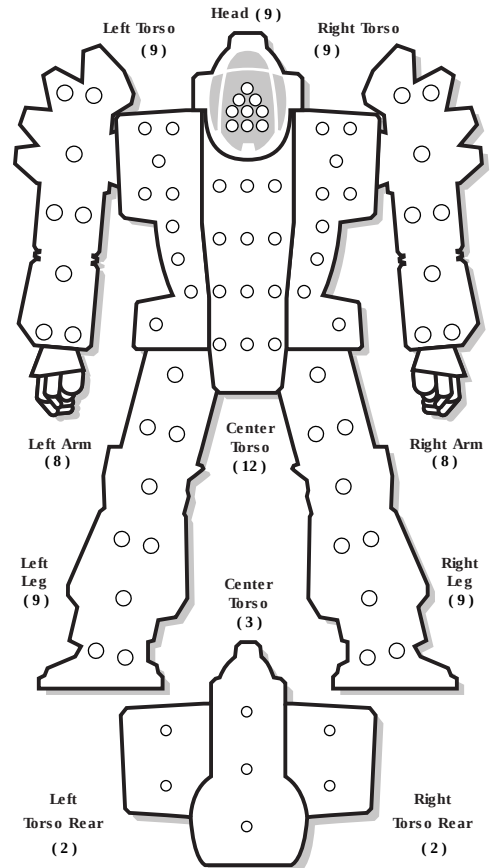
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

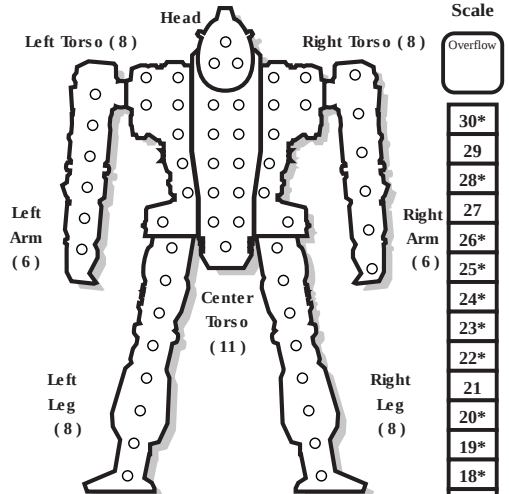
ARMOR DIAGRAM

Heavy Industrial



INTERNAL STRUCTURE DIAGRAM

Industrial



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

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

4-6

Left Torso (CASE)

- Light Machine Gun
- Ammo (Light Machine Gun) 100
- 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
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Roll Again
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ProtoMech AC/8
- ProtoMech AC/8

1-3

- ProtoMech AC/8
- ProtoMech AC/8
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Light Machine Gun
- Ammo (Proto AC/8) 10
- Ammo (Proto AC/8) 10
- Roll Again
- Roll Again
- Roll Again

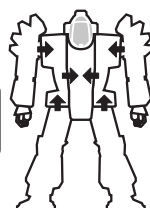
1-3

- 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
- Roll Again
- Roll Again



Damage Transfer Diagram



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	2
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	