

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Centurion CN9-H2 MilitiaMech

Movement Points: **Tonnage:** 50
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 0 **Role:** Brawler
Engine Type: 200 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB,C/F/S]								
5	Rocket Launcher 10	LT	3	1/Msl [M,C]	—	5	11	18
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10

BV: 799



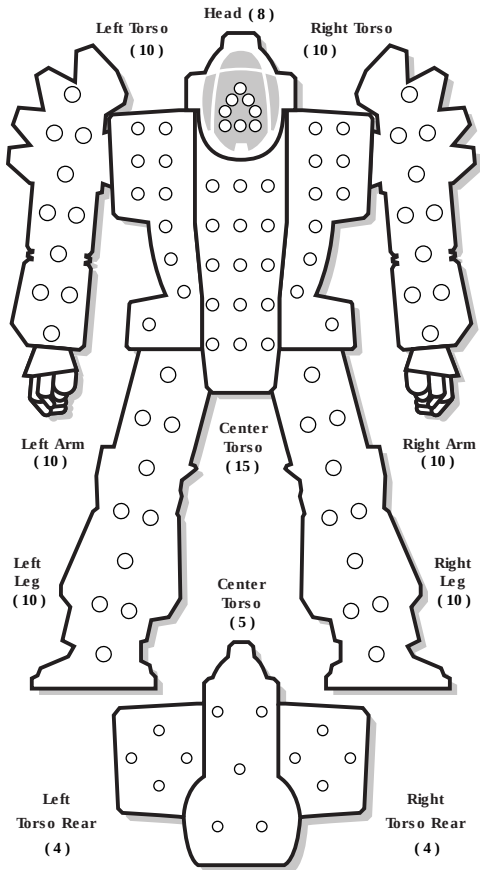
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

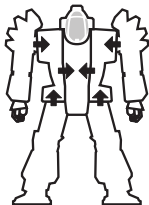
ARMOR DIAGRAM

Industrial



CRITICAL TABLE

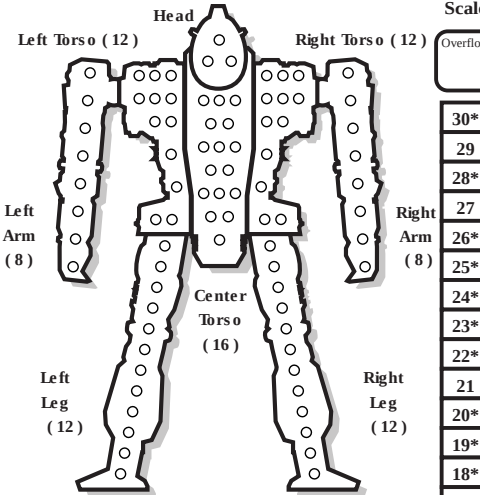
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Industrial Cockpit (adv. FCS)		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. LB 10-X AC
	5. Roll Again		5. Sensors		5. LB 10-X AC
	6. Roll Again		6. Life Support		6. LB 10-X AC
Center Torso		Left Torso		Right Torso	
4-6	1. Fusion Engine	1-3	1. Heat Sink	1-3	1. Heat Sink
	2. Fusion Engine		2. Rocket Launcher 10		2. Roll Again
	3. Fusion Engine		3. Rocket Launcher 10		3. Roll Again
	4. Roll Again		4. Rocket Launcher 10		4. Roll Again
	5. Roll Again		5. Rocket Launcher 10		5. Roll Again
	6. Roll Again		6. Rocket Launcher 10		6. Roll Again
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	Gyro Hits	4-6	1. Hip
	2. Upper Leg Actuator		Sensor Hits		2. Upper Leg Actuator
	3. Lower Leg Actuator		Life Support		3. Lower Leg Actuator
	4. Foot Actuator				4. Foot Actuator
	5. Roll Again				5. Roll Again
	6. Roll Again				6. Roll Again



Damage Transfer Diagram

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

HEAT DATA

Heat Level*	Effects
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

Heat Sinks: 10

