

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Dig Lord RCL-4M MiningMech MOD
 Movement Points: **Tonnage:** 65
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Standard
Jumping: 0 **Role:** Juggernaut
Engine Type: 195 Fuel Cell

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mining Drill	LA	—	4	—	—	—	—
1	Rock Cutter	RA	—	5	—	—	—	—
1	AC/10	LT	3	10 [DB,S]	—	5	10	15
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	Extended Fuel Tank	CT	—	[E]	—	—	—	—

Ammo: (AC/10) 20, (SRM 4) 50

BV: 706



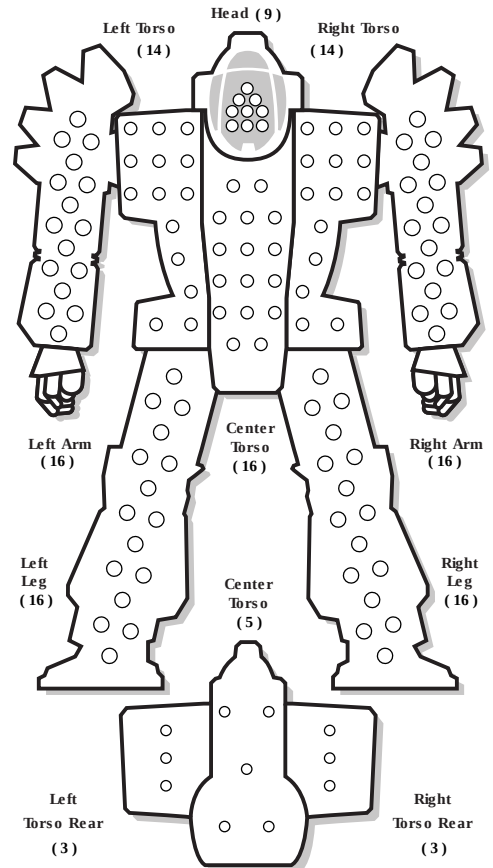
WARRIOR DATA

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

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

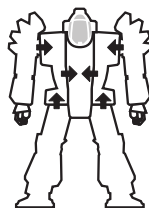
ARMOR DIAGRAM

Heavy Industrial



CRITICAL TABLE

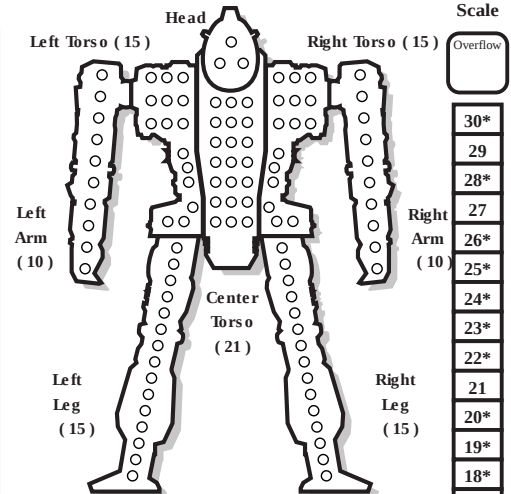
Left Arm		Head		Right Arm	
1. Shoulder		1. Life Support		1. Shoulder	
2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator	
3. Lower Arm Actuator		3. Industrial Cockpit (adv. FCS)		3. Lower Arm Actuator	
1-3 4. Mining Drill		4. Roll Again		1-3 4. Rock Cutter	
5. Mining Drill		5. Sensors		5. Rock Cutter	
6. Mining Drill		6. Life Support		6. Rock Cutter	
Center Torso		Left Torso		Right Torso	
1. Mining Drill		1. AC/10		1. SRM 4	
2. Roll Again		2. AC/10		2. Ammo (SRM 4) 25	
3. Roll Again		3. AC/10		3. Ammo (SRM 4) 25	
4. Roll Again		4. AC/10		4. Roll Again	
5. Roll Again		5. AC/10		5. Roll Again	
6. Roll Again		6. AC/10		6. Roll Again	
1-3 1. Fuel Cell Engine		1-3 1. Gyro		1-3 1. Roll Again	
2. Fuel Cell Engine		2. Fuel Cell Engine		2. Roll Again	
3. Fuel Cell Engine		3. Fuel Cell Engine		3. Roll Again	
4. Gyro		4. Gyro		4. Roll Again	
5. Gyro		5. Gyro		5. Roll Again	
6. Gyro		6. Roll Again		6. Roll Again	
Engine Hits ○○○○		Left Leg		Right Leg	
Gyro Hits ○○○○		1. Hip		1. Hip	
Sensor Hits ○○○○		2. Upper Leg Actuator		2. Upper Leg Actuator	
Life Support ○		3. Lower Leg Actuator		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 DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	3
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

Heat Scale
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