

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Dig Lord RCL-4M-B 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	AC/5	RA	1	5 [DB,S]	3	6	12	18
2	Heavy Machine Gun	LT	—	3 [DB,AI]	—	1	2	—
2	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
2	Heavy Machine Gun	RT	—	3 [DB,AI]	—	1	2	—

Ammo: (AC/5) 40, (Heavy Machine Gun) 100, (SRM 4) 50

BV: 699



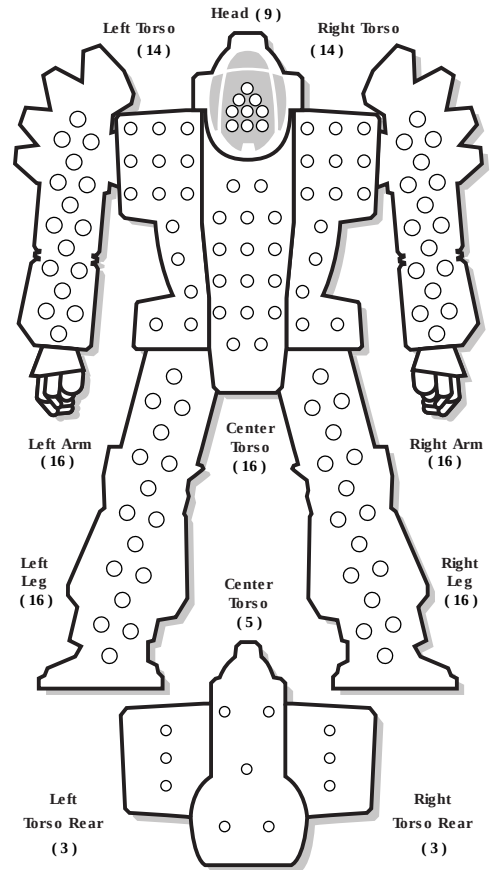
WARRIOR DATA

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

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

ARMOR DIAGRAM

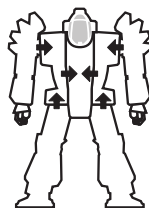
Heavy Industrial



CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	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. Mining Drill		4. Roll Again		4. AC/5
	5. Mining Drill		5. Sensors		5. AC/5
	6. Mining Drill		6. Life Support		6. AC/5
Center Torso		Left Torso		Right Torso	
4-6	1. Mining Drill	4-6	1. Fuel Cell Engine	1-3	1. AC/5
	2. Roll Again		2. Fuel Cell Engine		2. Ammo (AC/5) 20
	3. Roll Again		3. Fuel Cell Engine		3. Ammo (AC/5) 20
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	1. Gyro	1-3	1. SRM 4
	2. Upper Leg Actuator		2. Fuel Cell Engine		2. SRM 4
	3. Lower Leg Actuator		3. Fuel Cell Engine		3. Heavy Machine Gun
	4. Foot Actuator		4. Fuel Cell Engine		4. Heavy Machine Gun
	5. Roll Again		5. Roll Again		5. Ammo (SRM 4) 25
	6. Roll Again		6. Roll Again		6. Ammo (SRM 4) 25
Right Leg		Gyro Hits		Effects	
4-6	1. Hip	4-6	1. Roll Again	4-6	30 Shutdown
	2. Upper Leg Actuator		2. Roll Again		28 Ammo Exp, avoid on 8+
	3. Lower Leg Actuator		3. Roll Again		26 Shutdown, avoid on 10+
	4. Foot Actuator		4. Roll Again		25 -5 Movement Points
	5. Roll Again		5. Roll Again		24 +4 Modifier to Fire
	6. Roll Again		6. Roll Again		23 Ammo Exp, avoid on 6+

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

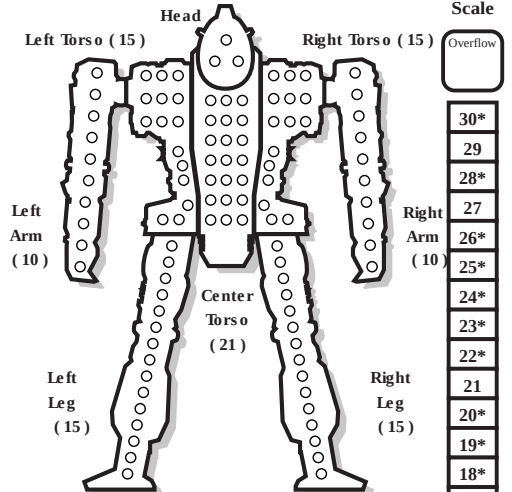


Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM

Industrial



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	6
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*
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