

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Exo HaulerMech HMX-3

Movement Points: **Tonnage:** 10
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 0 **Role:** None
Engine Type: 40 Fuel Cell

Weapons & Equipment Inventory

(hexes)
Qty Type Loc Ht Dmg Min Sht Med Lng

BV: 107

WARRIOR DATA

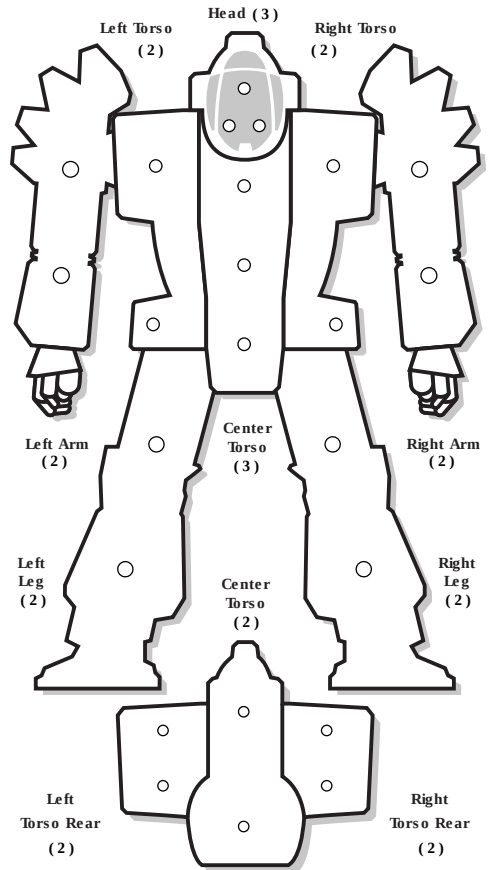
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Heavy Industrial

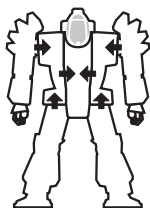


CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Environmental Sealing
 - Roll Again
- 1-3**
- 4-6**
- Left Torso**
- Environmental Sealing
 - Industrial Triple Strength Myomer
 - Industrial Triple Strength Myomer
 - Industrial Triple Strength Myomer
 - Industrial Triple Strength Myomer
 - Industrial Triple Strength Myomer
- 1-3**
- 4-6**

- Head**
- Life Support
 - Sensors
 - Industrial Cockpit
 - Environmental Sealing
 - Sensors
 - Life Support
- 1-3**
- Center Torso**
- Fuel Cell Engine
 - Fuel Cell Engine
 - Fuel Cell Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- 4-6**

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



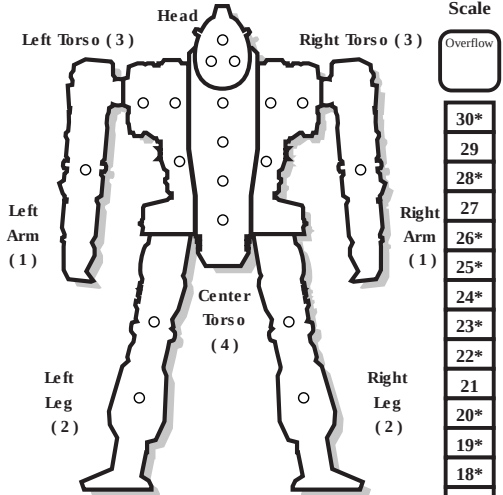
Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Environmental Sealing
 - Roll Again
- 1-3**
- 4-6**
- Right Torso**
- Environmental Sealing
 - Industrial Triple Strength Myomer
 - Industrial Triple Strength Myomer
 - Industrial Triple Strength Myomer
 - Industrial Triple Strength Myomer
 - Industrial Triple Strength Myomer
- 1-3**
- 4-6**

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Environmental Sealing
 - Roll Again

INTERNAL STRUCTURE DIAGRAM

Industrial



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: 1

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