

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

'MECH DATA

Type: Exo HaulerMech HMX-3M

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: 108

WARRIOR DATA

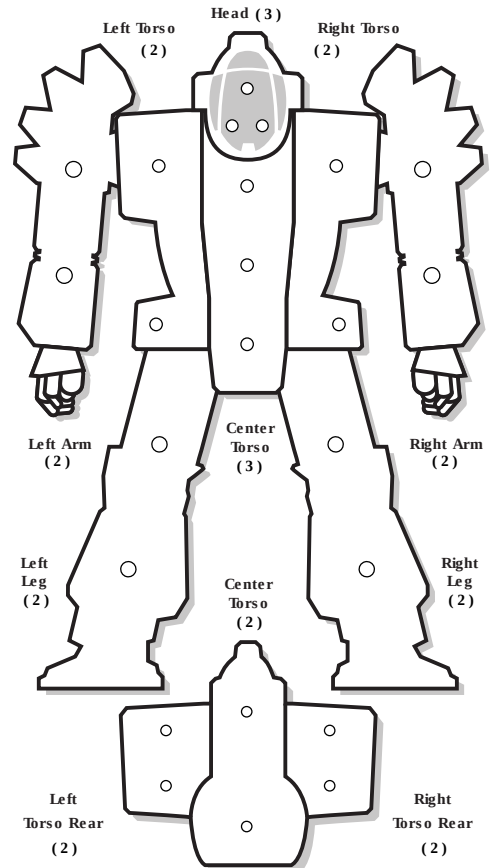
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

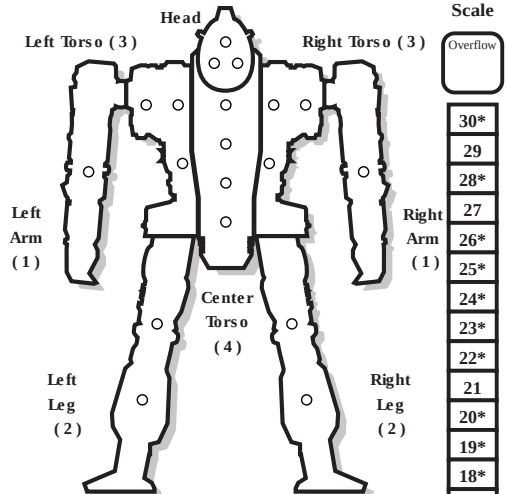
ARMOR DIAGRAM

Heavy Industrial



INTERNAL STRUCTURE DIAGRAM

Industrial



CRITICAL TABLE

Left Arm

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

1-3

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

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

- Industrial Triple Strength Myomer
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- 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 ○

Right Arm

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

1-3

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

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

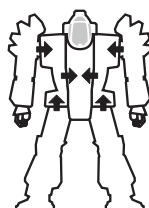
1-3

- Industrial Triple Strength Myomer
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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



Damage Transfer Diagram



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