

BATTLETECH™

FOUR-LEGGED INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Heavy Forester HFL-1M LoggerMech MOD

Movement Points: **Tonnage:** 60
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Standard
Jumping: 0 **Role:** Sniper
Engine Type: 180 ICE

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/2	LT	1	2 [DB,S]	4	8	16	24
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Lift Hoist/Arresting Hoist (R)	LT	—	[E]	—	—	—	—
1	AC/2	RT	1	2 [DB,S]	4	8	16	24
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Lift Hoist/Arresting Hoist (R)	RT	—	[E]	—	—	—	—
1	Ejection Seat	HD	—	[E]	—	—	—	—

Ammo: (AC/2) 45, (Machine Gun) 200

BV: 465



WARRIOR DATA

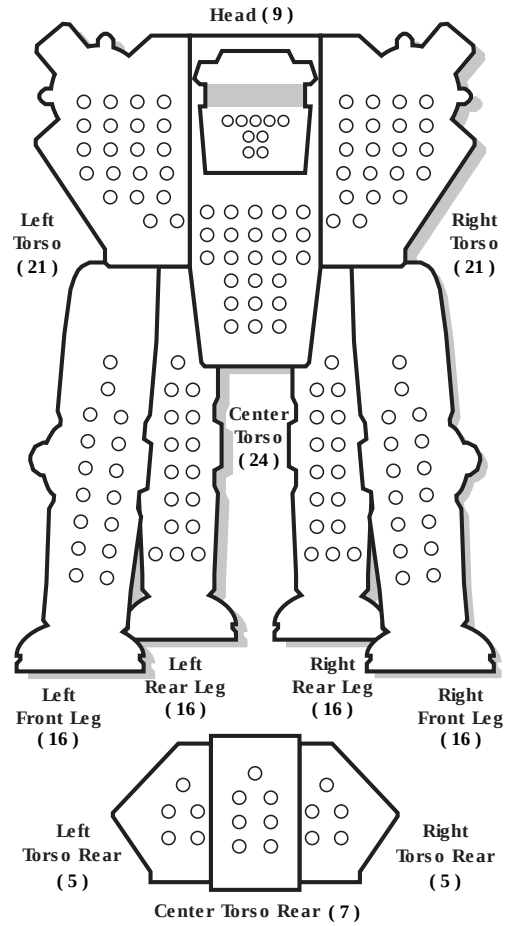
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Commercial, BAR: 5



CRITICAL TABLE

Front Left Leg

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

Left Torso

- AC/2
- Machine Gun
- Ammo (Machine Gun) 200
- Lift Hoist/Arresting Hoist (R)
- Lift Hoist/Arresting Hoist (R)
- Lift Hoist/Arresting Hoist (R)

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

Rear Left Leg

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

Head

- Life Support
- Sensors
- Industrial Cockpit
- Ejection Seat
- Sensors
- Life Support

Center Torso

- I.C.E. Engine
- I.C.E. Engine
- I.C.E. Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- I.C.E. Engine
- I.C.E. Engine
- I.C.E. Engine
- Roll Again
- Roll Again

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

Front Right Leg

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

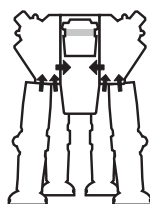
Right Torso

- AC/2
- Machine Gun
- Ammo (AC/2) 45
- Lift Hoist/Arresting Hoist (R)
- Lift Hoist/Arresting Hoist (R)
- Lift Hoist/Arresting Hoist (R)

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

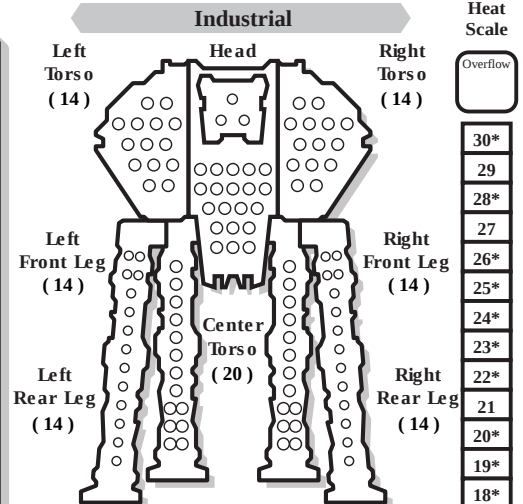
Rear Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE 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

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