

BATTLETECH™

FOUR-LEGGED INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Heavy Lifter HCL-1MM MilitiaMech

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 240 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Searchlight (R)	RLL	—	[E]	—	—	—	—
1	Searchlight (R)	RRL	—	[E]	—	—	—	—
1	Searchlight	FLL	—	[E]	—	—	—	—
1	Searchlight	FRL	—	[E]	—	—	—	—
3	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	ER Small Laser (R)	LT	2	3 [DE]	—	2	4	5
1	Large Laser	RT	8	8 [DE]	—	5	10	15

BV: 991



CRITICAL TABLE

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Environmental Sealing
- Sensors
- Life Support

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Searchlight
- Environmental Sealing

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

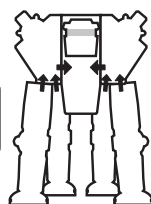
Left Torso

- Heat Sink
- Medium Laser
- Medium Laser
- Medium Laser
- ER Small Laser (R)
- Industrial Triple Strength Myomer

1-3

4-6

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



Damage Transfer Diagram

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Searchlight (R)
- Environmental Sealing

4-6

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Searchlight
- Environmental Sealing

1-3

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Large Laser
- Large Laser
- Industrial Triple Strength Myomer

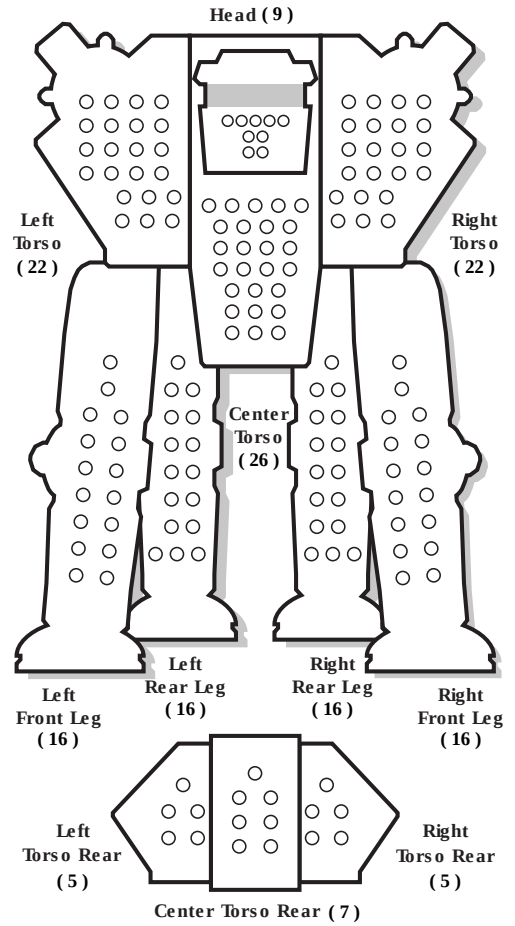
4-6

Rear Right Leg

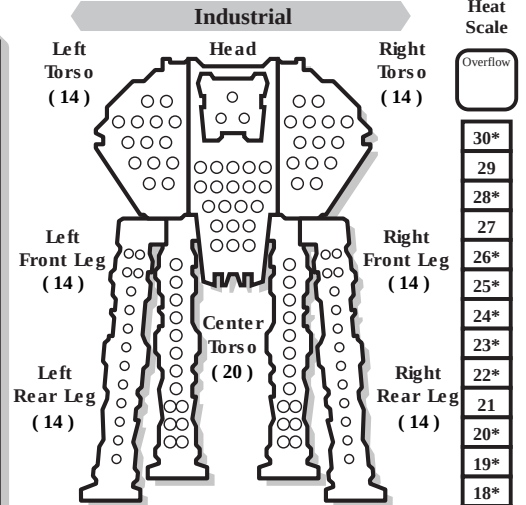
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Searchlight (R)
- Environmental Sealing

ARMOR DIAGRAM

Heavy Industrial



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	14
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*
27
26*
25*
24*
23*
22*
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20*
19*
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16
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2
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0