

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: MuckRaker GMMM-2 MiningMech
Movement Points: **Tonnage:** 70
Walking: 2 **Tech Base:** Inner Sphere
Running: 3 **Rules Level:** Standard
Jumping: 0 **Role:** None
Engine Type: 140 ICE

Weapons & Equipment Inventory		(hexes)						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Backhoe	RA	—	6	—	—	—	—
1	Cargo (11 tons)	LT	—	[E]	—	—	—	—
1	Dumper (Front)	LT	—	[E]	—	—	—	—
1	Cargo (11 tons)	RT	—	[E]	—	—	—	—
1	Dumper (Front)	RT	—	[E]	—	—	—	—

BV: 709



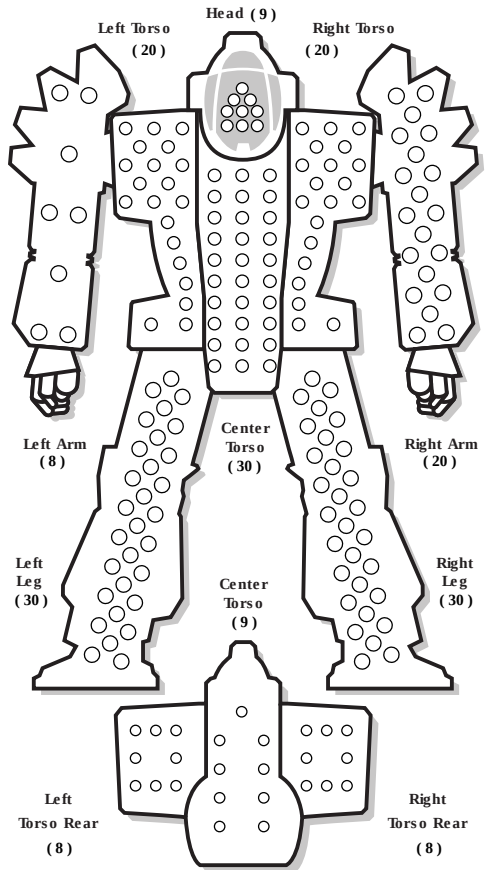
WARRIOR DATA

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

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

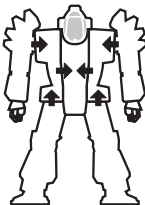
ARMOR DIAGRAM

Heavy Industrial



CRITICAL TABLE

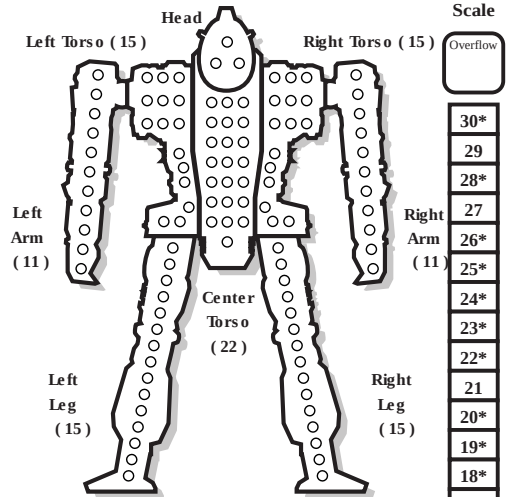
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Roll Again		3. Industrial Cockpit		3. Lower Arm Actuator
	4. Roll Again		4. Roll Again		4. Backhoe
	5. Roll Again		5. Sensors		5. Backhoe
	6. Roll Again		6. Life Support		6. Backhoe
Center Torso		Left Torso		Right Torso	
4-6	1. Roll Again	1-3	1. Gyro	1-3	1. Backhoe
	2. Roll Again		2. I.C.E. Engine		2. Backhoe
	3. Roll Again		3. I.C.E. Engine		3. Backhoe
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Gyro	○○○	
	2. Upper Leg Actuator		2. I.C.E. Engine	Gyro Hits ○○○	
	3. Lower Leg Actuator		3. I.C.E. Engine	Sensor Hits ○○○	
	4. Foot Actuator		4. I.C.E. Engine	Life Support ○	
	5. Roll Again		5. Roll Again		
	6. Roll Again		6. Roll Again		
Dumper (Front)		Dumper (Front)		Damage Transfer Diagram	



Damage Transfer Diagram

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: 0

Heat Scale

Heat Scale
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