

# BATTLETECH™

## INDUSTRIALMECH RECORD SHEET

### MECH DATA

Type: Opossum SalvageMech OPO-2

Movement Points: **Tonnage:** 25  
**Walking:** 3 **Tech Base:** Inner Sphere  
**Running:** 5 **Rules Level:** Standard  
**Jumping:** 0 **Role:** None  
**Engine Type:** 75 ICE

### Weapons & Equipment Inventory

| Qty | Type                     | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------------------|-----|----|-----|-----|-----|-----|-----|
| 1   | Salvage Arm              | LA  | —  | [E] | —   | —   | —   | —   |
| 1   | Spot Welder              | RA  | 2  | 5   | —   | —   | —   | —   |
| 1   | Remote Sensors/Dispenser | RA  | —  | [E] | —   | —   | —   | —   |
| 1   | Active Probe (Beagle)    | CT  | —  | [E] | —   | —   | —   | 4   |

Ammo: (Remote Sensors/Dispenser) 30

BV: 240



### WARRIOR DATA

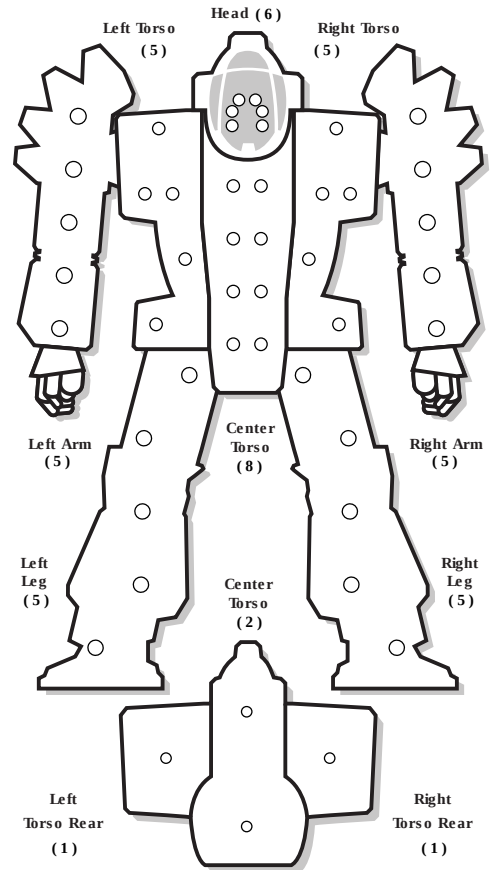
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

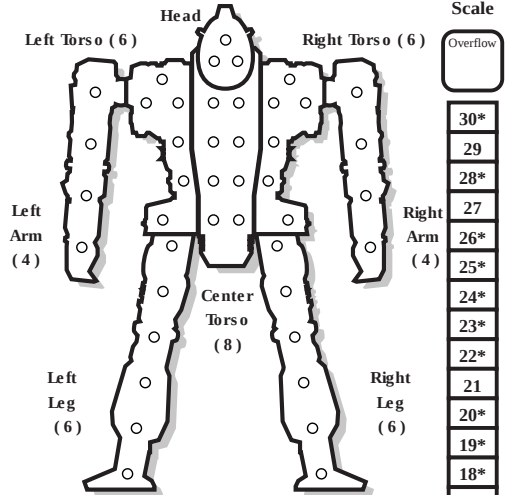
### ARMOR DIAGRAM

#### Heavy Industrial



### INTERNAL STRUCTURE DIAGRAM

#### Industrial



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   |

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Salvage Arm
- Salvage Arm
- Roll Again

1-3

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

4-6

#### Left Torso

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

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

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

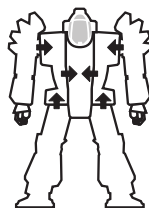
1-3

4-6

- Gyro
- I.C.E. Engine
- I.C.E. Engine
- I.C.E. Engine
- Active Probe (Beagle)
- Active Probe (Beagle)

4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Spot Welder
- Remote Sensors/Dispenser (30)
- Roll Again

1-3

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

4-6

#### Right Torso

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

1-3

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

4-6

#### Right Leg

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

4-6

### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: |
|-------------|------------------------|-------------|
| 30          | Shutdown               | 2           |
| 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     |             |