

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: St. Florian FLN-366 FireMech

Movement Points: **Tonnage:** 90
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Standard
Jumping: 0 **Role:** None
Engine Type: 270 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Fluid Gun	LA	—	0 [DB,S]	—	1	2	3
2	Fluid Gun	RA	—	0 [DB,S]	—	1	2	3
2	Fluid Gun	LT	—	0 [DB,S]	—	1	2	3
1	Searchlight	LT	—	[E]	—	—	—	—
2	Fluid Gun	RT	—	0 [DB,S]	—	1	2	3
1	Searchlight	RT	—	[E]	—	—	—	—

Ammo: (Fluid Gun) 260

BV: 833



WARRIOR DATA

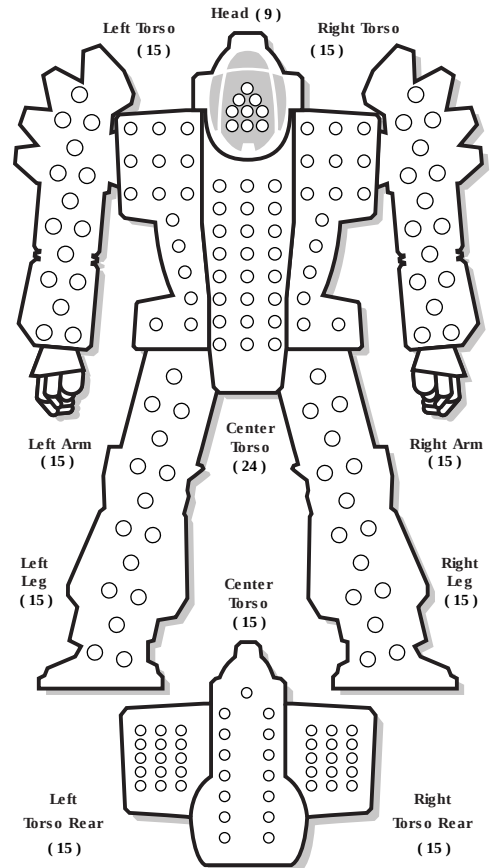
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

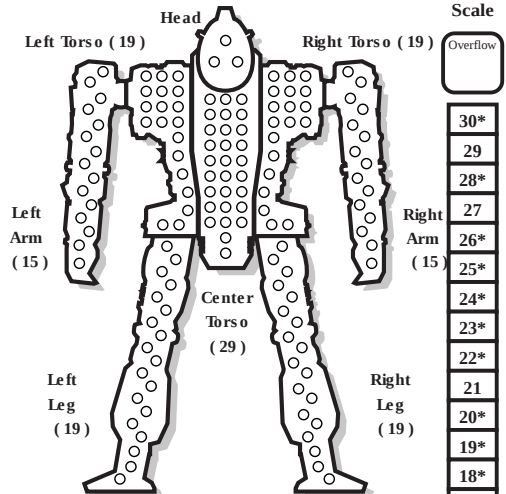
ARMOR DIAGRAM

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
- Hand Actuator
- Fluid Gun
- Fluid Gun

1-3

- Fluid Gun
- Fluid Gun
- Ammo (Fluid Gun) 20
- Ammo (Fluid Gun) 20
- Ammo (Fluid Gun) 20
- Environmental Sealing

4-6

Left Torso

- Fluid Gun
- Fluid Gun
- Fluid Gun
- Fluid Gun
- Ammo (Fluid Gun) 20
- Ammo (Fluid Gun) 20

1-3

- Ammo (Fluid Gun) 20
- Searchlight
- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Environmental Sealing

Head

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

1-3

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (Fluid Gun) 20
- Environmental Sealing

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Fluid Gun
- Fluid Gun

1-3

- Fluid Gun
- Fluid Gun
- Ammo (Fluid Gun) 20
- Ammo (Fluid Gun) 20
- Ammo (Fluid Gun) 20
- Environmental Sealing

4-6

Right Torso

- Fluid Gun
- Fluid Gun
- Fluid Gun
- Fluid Gun
- Ammo (Fluid Gun) 20
- Ammo (Fluid Gun) 20

1-3

- Ammo (Fluid Gun) 20
- Searchlight
- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Environmental Sealing



Damage Transfer Diagram



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○