

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: StrongArm SC CV ConstructionMech
 Movement Points: **Tonnage:** 35
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 0 **Role:** None
Engine Type: 140 ICE

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Lift Hoist/Arresting Hoist	LA	—	[E]	—	—	—	—
1	Lift Hoist/Arresting Hoist	RA	—	[E]	—	—	—	—
1	Cargo (0.5 tons)	CT	—	[E]	—	—	—	—

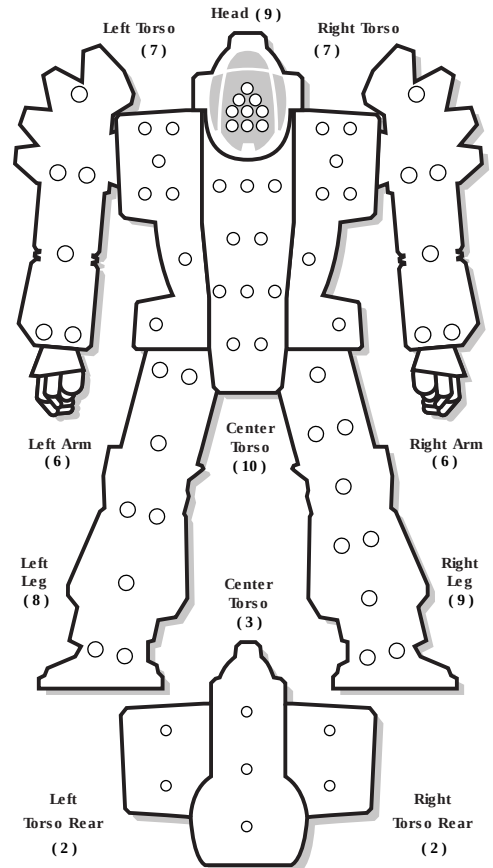
WARRIOR DATA

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

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

ARMOR DIAGRAM

Industrial



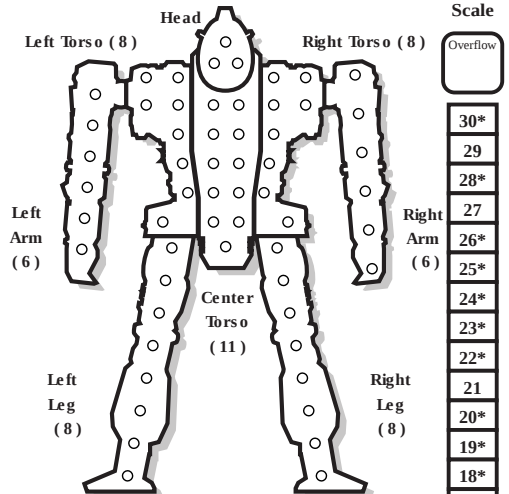
BV: 315

CRITICAL TABLE

Left Arm		Head		Right Arm	
1. Shoulder		1. Life Support		1. Shoulder	
2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator	
3. Lower Arm Actuator		3. Industrial Cockpit		3. Lower Arm Actuator	
4. Lift Hoist/Arresting Hoist		4. Roll Again		4. Lift Hoist/Arresting Hoist	
5. Lift Hoist/Arresting Hoist		5. Sensors		5. Lift Hoist/Arresting Hoist	
6. Lift Hoist/Arresting Hoist		6. Life Support		6. Lift Hoist/Arresting Hoist	
1. Roll Again		Center Torso		1. Roll Again	
2. Roll Again		1. I.C.E. Engine		2. Roll Again	
3. Roll Again		2. I.C.E. Engine		3. Roll Again	
4. Roll Again		3. I.C.E. Engine		4. Roll Again	
5. Roll Again		4. Gyro		5. Roll Again	
6. Roll Again		5. Gyro		6. Roll Again	
1. Roll Again		6. Gyro		Right Torso	
2. Roll Again		1. Gyro		1. Roll Again	
3. Roll Again		2. I.C.E. Engine		2. Roll Again	
4. Roll Again		3. I.C.E. Engine		3. Roll Again	
5. Roll Again		4. I.C.E. Engine		4. Roll Again	
6. Roll Again		5. Cargo		5. Roll Again	
1. Roll Again		6. Roll Again		6. Roll Again	
2. Roll Again		Engine Hits ○○○○		Left Leg	
3. Roll Again		Gyro Hits ○○○○		1. Hip	
4. Roll Again		Sensor Hits ○○○○		2. Upper Leg Actuator	
5. Roll Again		Life Support ○		3. Lower Leg Actuator	
6. Roll Again				4. Foot Actuator	
1. Roll Again		CATALYST game labs		5. Roll Again	
2. Roll Again		Damage Transfer Diagram		6. Roll Again	
3. Roll Again		Right Leg		1. Hip	
4. Roll Again		1. Hip		2. Upper Leg Actuator	
5. Roll Again		2. Upper Leg Actuator		3. Lower Leg Actuator	
6. Roll Again		3. Lower Leg Actuator		4. Foot Actuator	
1. Roll Again		4. Foot Actuator		5. Roll Again	
2. Roll Again		5. Roll Again		6. Roll Again	
3. Roll Again		6. Roll Again			
4. Roll Again					
5. Roll Again					
6. Roll Again					

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

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