

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Carbine CON-1 ConstructionMech (RL)
Movement Points: **Tonnage:** 30
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Experimental
Jumping: 0 **Role:** Ambusher
Engine Type: 120 ICE

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
2	RL/15 (P)	LT	4	1/Msl [M,C]	—	4	9	15	
2	RL/15 (P)	RT	4	1/Msl [M,C]	—	4	9	15	
1	RL/15 (P)	CT	4	1/Msl [M,C]	—	4	9	15	

BV: 296



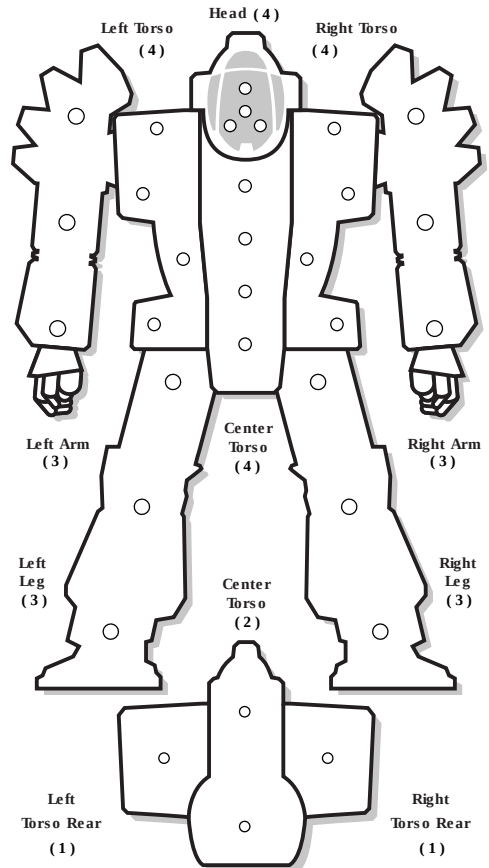
WARRIOR DATA

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

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

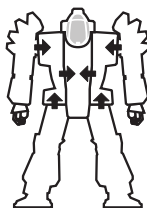
ARMOR DIAGRAM

Industrial



CRITICAL TABLE

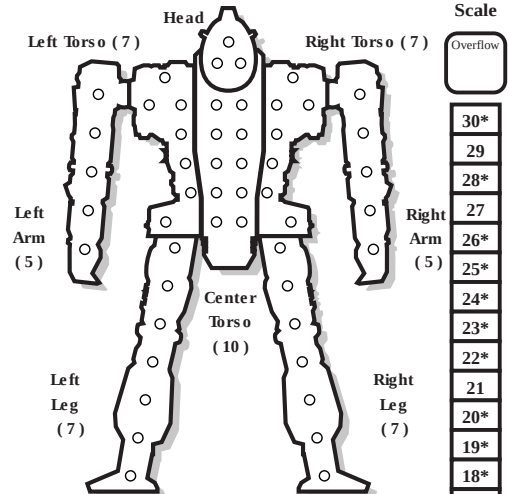
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Industrial Cockpit		3. Lower Arm Actuator
	4. Roll Again		4. Roll Again		4. Roll Again
	5. Roll Again		5. Sensors		5. Roll Again
	6. Roll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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Industrial



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	3
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*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0