

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Crosscut ED-X2 LoggerMech

Movement Points: **Tonnage:** 30
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Standard
Jumping: 0 **Role:** Ambusher
Engine Type: 90 ICE

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Chainsaw	RA	—	5	—	—	—	—
1	Lift Hoist/Arresting Hoist	RT	—	[E]	—	—	—	—
2	Cargo (1 ton)	CT	—	[E]	—	—	—	—

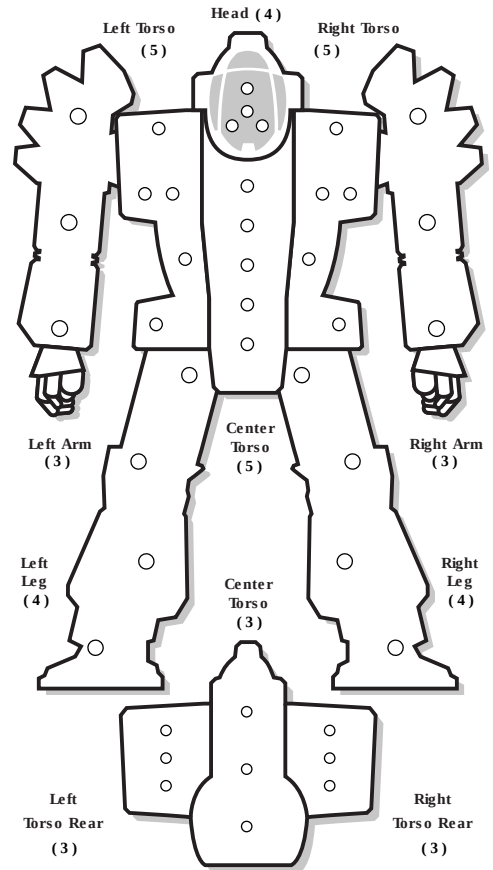
WARRIOR DATA

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

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

ARMOR DIAGRAM

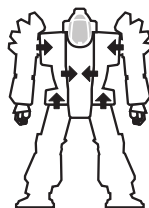
Industrial



BV: 223

CRITICAL TABLE

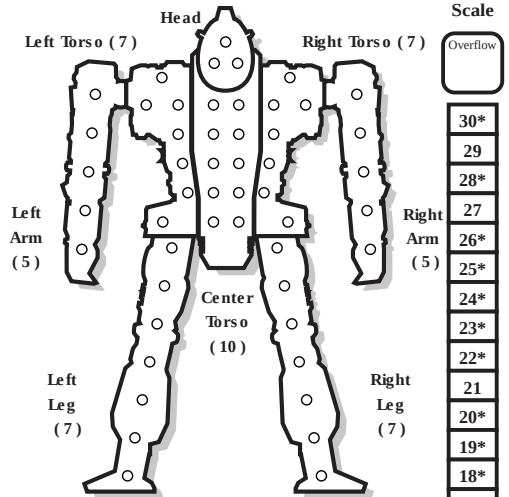
Left Arm		Head		Right Arm	
1. Shoulder		1. Life Support		1. Shoulder	
2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator	
3. Lower Arm Actuator		3. Industrial Cockpit		3. Lower Arm Actuator	
4. Hand Actuator		4. Roll Again		4. Chainsaw	
5. Roll Again		5. Sensors		5. Chainsaw	
6. Roll Again		6. Life Support		6. Chainsaw	
Center Torso		Left Torso		Right Torso	
1. I.C.E. Engine		1. Roll Again		1. Lift Hoist/Arresting Hoist	
2. I.C.E. Engine		2. Roll Again		2. Lift Hoist/Arresting Hoist	
3. I.C.E. Engine		3. Roll Again		3. Lift Hoist/Arresting Hoist	
4. Gyro		4. Roll Again		4. Roll Again	
5. Gyro		5. Roll Again		5. Roll Again	
6. Gyro		6. Roll Again		6. Roll Again	
Engine Hits ○○○○		Left Leg		Right Leg	
Gyro Hits ○○○○		1. Hip		1. Hip	
Sensor Hits ○○○○		2. Upper Leg Actuator		2. Upper Leg Actuator	
Life Support ○		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	0
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	