

BATTLETECH™

FOUR-LEGGED INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Daedalus GTX2 (Militarized)

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 240 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Experimental

Role: Brawler

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	FLL	—	2 [DB, AI]	—	1	2	3
2	Machine Gun	FRL	—	2 [DB, AI]	—	1	2	3
2	RL/20 (P)	LT	5	1/Msl [M, C]	—	3	7	12
1	Chainsaw	LT	—	5	—	—	—	—
2	RL/20 (P)	RT	5	1/Msl [M, C]	—	3	7	12
1	Backhoe	RT	—	6	—	—	—	—
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Ammo: (Machine Gun) 200

BV: 849



CRITICAL TABLE

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Machine Gun
- Machine Gun

Head

- Life Support
- Sensors
- Industrial Cockpit
- Heat Sink
- Sensors
- Life Support

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Machine Gun
- Machine Gun

Center Torso

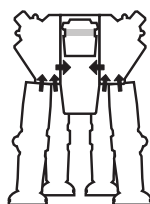
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

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



Damage Transfer Diagram

Left Torso

- RL/20 (P)
- RL/20 (P)
- RL/20 (P)
- RL/20 (P)
- RL/20 (P)
- RL/20 (P)

1-3

4-6

- Ammo (Machine Gun) 200
- Chainsaw
- Chainsaw
- Chainsaw
- Chainsaw
- Chainsaw

Rear Left Leg

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



Right Torso

- RL/20 (P)
- RL/20 (P)
- RL/20 (P)
- RL/20 (P)
- RL/20 (P)
- RL/20 (P)

1-3

4-6

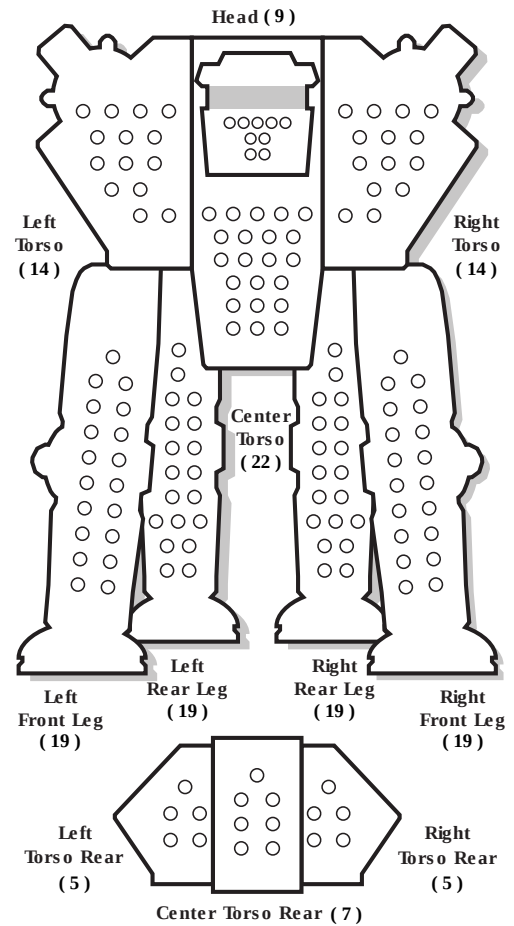
- Backhoe
- Backhoe
- Backhoe
- Backhoe
- Backhoe
- Backhoe

Rear Right Leg

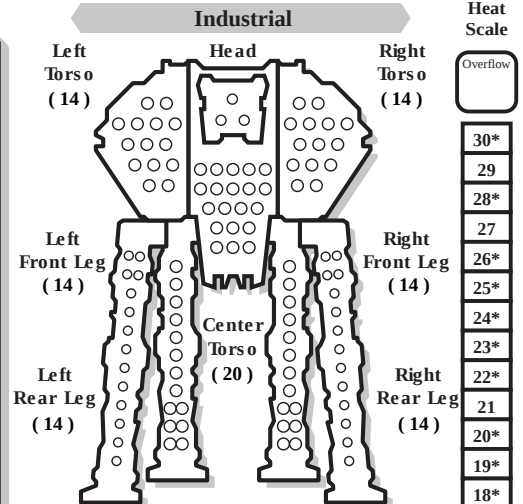
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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