

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

'MECH DATA

Type: Powerman SC XI LoaderMech

Movement Points: **Tonnage:** 35
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 0 **Role:** Ambusher
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]	—	—	—	—
2	Cargo (1 ton)	LT	—	[E]	—	—	—	—
2	Cargo (1 ton)	RT	—	[E]	—	—	—	—
1	Cargo (0.5 tons)	CT	—	[E]	—	—	—	—

BV: 198

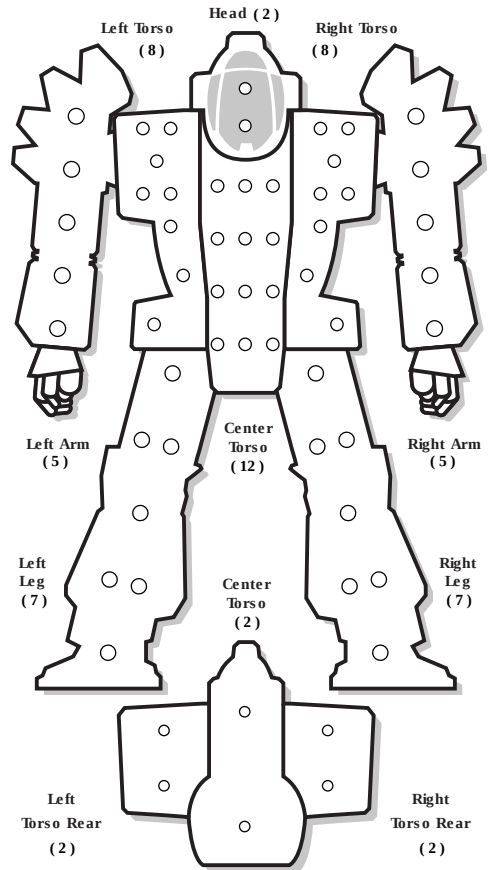
WARRIOR DATA

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

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

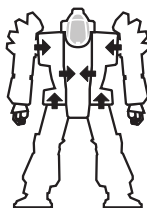
ARMOR DIAGRAM

Commercial, BAR: 5



CRITICAL TABLE

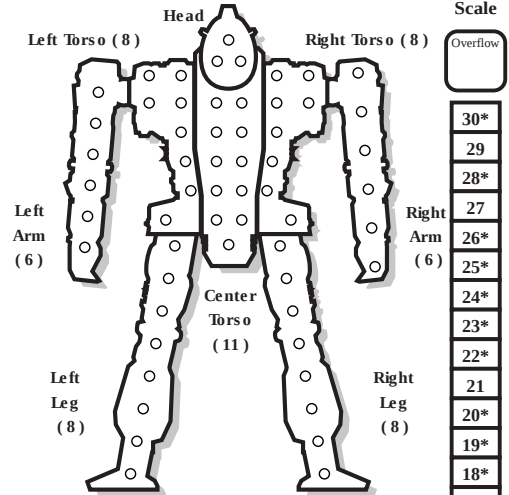
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Industrial Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. Lift Hoist/Arresting Hoist		5. Sensors	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



Damage Transfer Diagram

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