

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Deep Lord MilitiaMech RCL-Z1M

Movement Points: **Tonnage:** 65
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Advanced
Jumping: 0 **Role:** Juggernaut
Engine Type: 195 Fuel Cell

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mace	RA	—	17	—	—	—	—
1	Heavy Rifle (T)	LT	4	9 [DB,S]	2	6	12	18
1	Shoulder Turret	LT	—	[E]	—	—	—	—
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (Heavy Rifle) 12, (SRM 6) 30

BV: 686



WARRIOR DATA

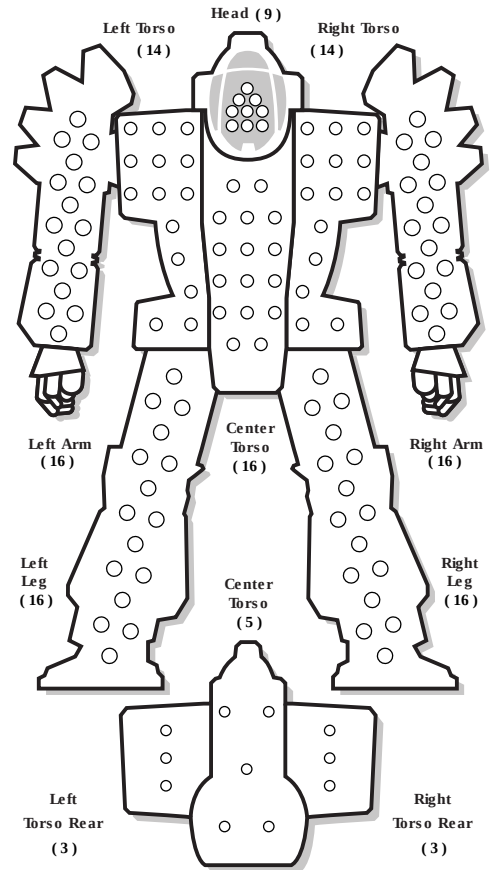
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

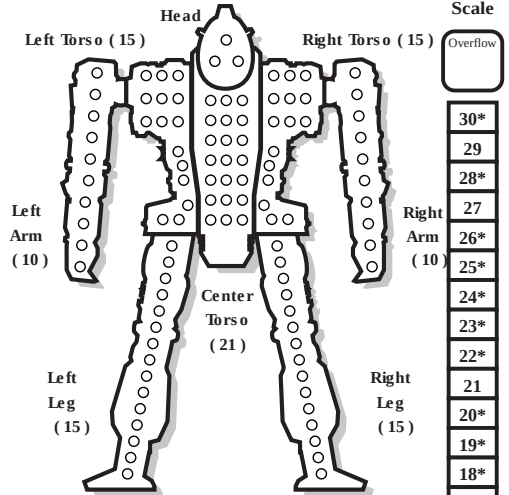
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Industrial



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Heavy Rifle (T)
- Heavy Rifle (T)
- Heavy Rifle (T)
- Shoulder Turret
- Ammo (Heavy Rifle) 6
- Ammo (Heavy Rifle) 6

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Roll Again
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Mace
- Mace

1-3

- Mace
- Mace
- Mace
- Mace
- Mace
- Roll Again

4-6

Right Torso

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Roll Again
- Roll Again

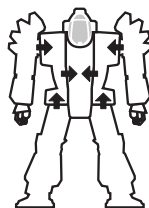
1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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



Damage Transfer Diagram



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: 7

