

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Buster BC XV-M-B HaulerMech MOD
 Movement Points: **Tonnage:** 50
 Walking: 3 **Tech Base:** Inner Sphere
 Running: 5 **Rules Level:** Standard
 Jumping: 0 **Role:** Sniper
 Engine Type: 150 ICE

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Cargo (2 tons)	LT	—	[E]	—	—	—	—
1	PPC	RT	10	10 [DE]	3	6	12	18

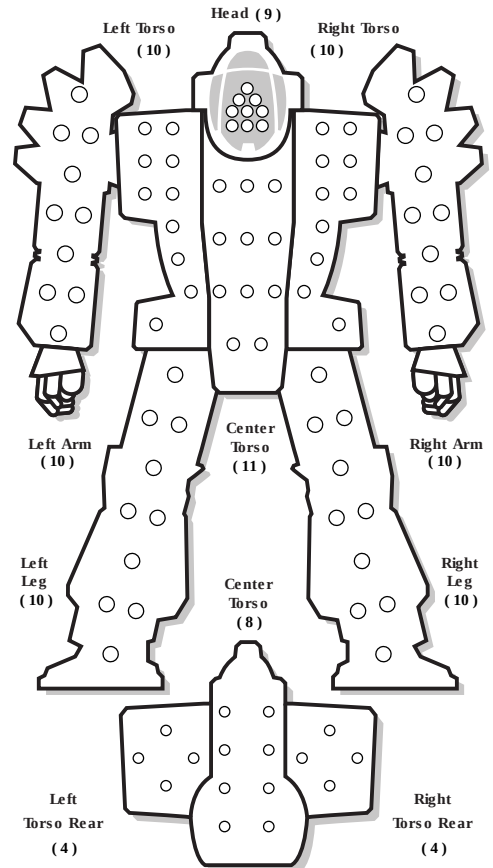
WARRIOR DATA

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



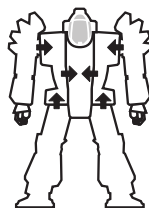
BV: 475



CRITICAL TABLE

1-3	Left Arm		1-3	Head		1-3	Right Arm	
	1. Shoulder	1. Life Support		2. Sensors	2. Sensors		1. Shoulder	1. Upper Arm Actuator
	2. Upper Arm Actuator	3. Industrial Cockpit (adv. FCS)		4. Heat Sink	4. Heat Sink		3. Lower Arm Actuator	4. Hand Actuator
	3. Lower Arm Actuator	5. Sensors		5. Sensors	5. Sensors		4. Hand Actuator	5. Roll Again
	4. Hand Actuator	6. Life Support		6. Life Support	6. Life Support		6. Roll Again	6. Roll Again
	5. Roll Again							
4-6	Center Torso		4-6	Left Torso		4-6	Right Torso	
	1. Roll Again	1. I.C.E. Engine		1. Heat Sink	1. I.C.E. Engine		1. PPC	1. PPC
	2. Roll Again	2. I.C.E. Engine		2. Cargo	2. I.C.E. Engine		2. PPC	2. PPC
	3. Roll Again	3. I.C.E. Engine		3. Cargo	3. I.C.E. Engine		3. PPC	3. PPC
	4. Roll Again	4. Gyro		4. Roll Again	4. I.C.E. Engine		4. Roll Again	4. Roll Again
	5. Roll Again	5. Gyro		5. Roll Again	5. Roll Again		5. Roll Again	5. Roll Again
4-6	Left Leg		4-6	Engine Hits		4-6	Right Leg	
	1. Hip	1. Gyro		2. I.C.E. Engine	1. Gyro		1. Hip	1. Upper Leg Actuator
	2. Upper Leg Actuator	2. I.C.E. Engine		3. I.C.E. Engine	2. I.C.E. Engine		2. Upper Leg Actuator	3. Lower Leg Actuator
	3. Lower Leg Actuator	3. I.C.E. Engine		4. I.C.E. Engine	3. I.C.E. Engine		3. Lower Leg Actuator	4. Foot Actuator
	4. Foot Actuator	4. Gyro		5. Roll Again	4. I.C.E. Engine		4. Foot Actuator	5. Heat Sink
	5. Heat Sink	5. Gyro		6. Roll Again	5. Roll Again		5. Heat Sink	6. Roll Again

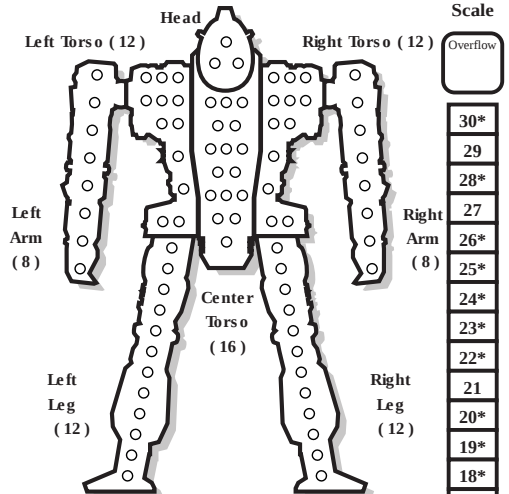
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Industrial



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
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8*
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5*
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3
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