BATTLETECH™

INDUSTRIALMECH RECORD SHEET

'MECH DATA

Type: Grommet D90 MilitiaMech

Movement Points:		**Tonnage:**	75
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler
Engine Type:	225 Fusion		

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
					(hexes)			
1	Large Laser	LA	8	8 [DE]	—	5	10	15
3	Flamer (Vehicle)	LA	3	2 [DE,H,AI]	—	1	2	3
1	Combine	LA	—	3	—	—	—	—
1	AC/5	RA	1	5 [DB,S]	3	6	12	18
1	Chainsaw	RA	—	5	—	—	—	—
1	Cargo (4 tons)	LT	—	[E]	—	—	—	—
1	Dumper (Front)	LT	—	[E]	—	—	—	—
1	Lift Hoist/Arresting Hoist	RT	—	[E]	—	—	—	—

Ammo: (AC/5) 20, (Flamer) 60

BV: 836

WARRIOR DATA

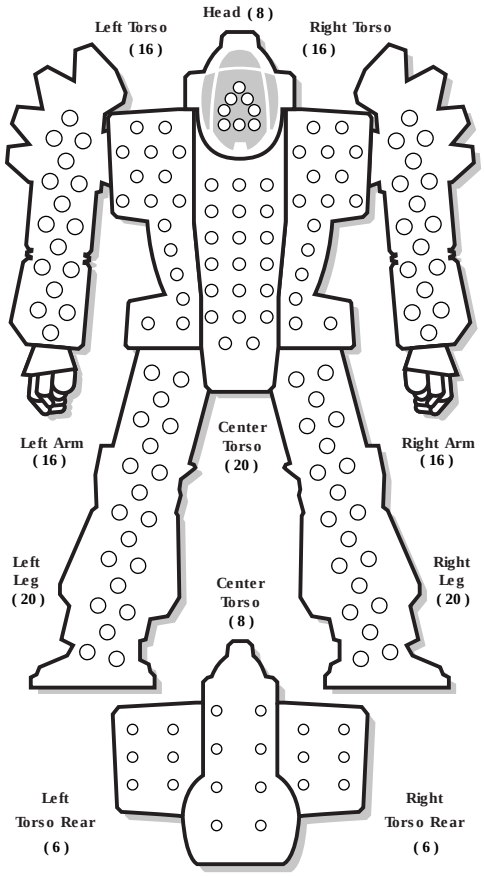
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

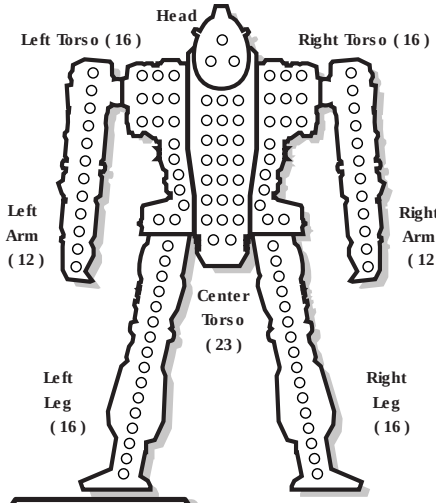
ARMOR DIAGRAM

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Flamer (Vehicle)

4-6
1. Flamer (Vehicle)
2. Flamer (Vehicle)
3. Combine
4. Combine
5. Combine
6. Combine

Left Torso

1-3
1. Ammo (Flamer) 20
2. Ammo (Flamer) 20
3. Ammo (Flamer) 20
4. Cargo
5. Cargo
6. Cargo

4-6
1. Cargo
2. Dumper (Front)
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

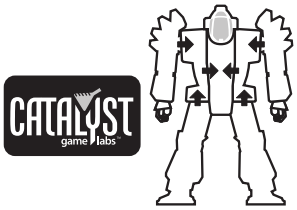
1. Life Support
2. Sensors
3. Industrial Cockpit (adv. FCS)
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Heat Sink

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. AC/5
5. AC/5
6. AC/5

4-6
1. AC/5
2. Chainsaw
3. Chainsaw
4. Chainsaw
5. Chainsaw
6. Chainsaw

Right Torso

1-3
1. Lift Hoist/Arresting Hoist
2. Lift Hoist/Arresting Hoist
3. Lift Hoist/Arresting Hoist
4. Ammo (AC/5) 20
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT DATA

Heat Sinks: 11 ○ ○

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

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