

BATTLETECH™

FOUR-LEGGED INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Harvester Ant KIC-3M-B AgroMech MOD

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 60 ICE

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

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
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 5) 24

BV: 214



CRITICAL TABLE

Front Left Leg

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

Left Torso

- LRM 5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Rear Left Leg

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

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Center Torso

- I.C.E. Engine
- I.C.E. Engine
- I.C.E. Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

Front Right Leg

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

Right Torso

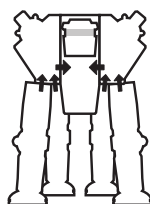
- LRM 5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

Rear Right Leg

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

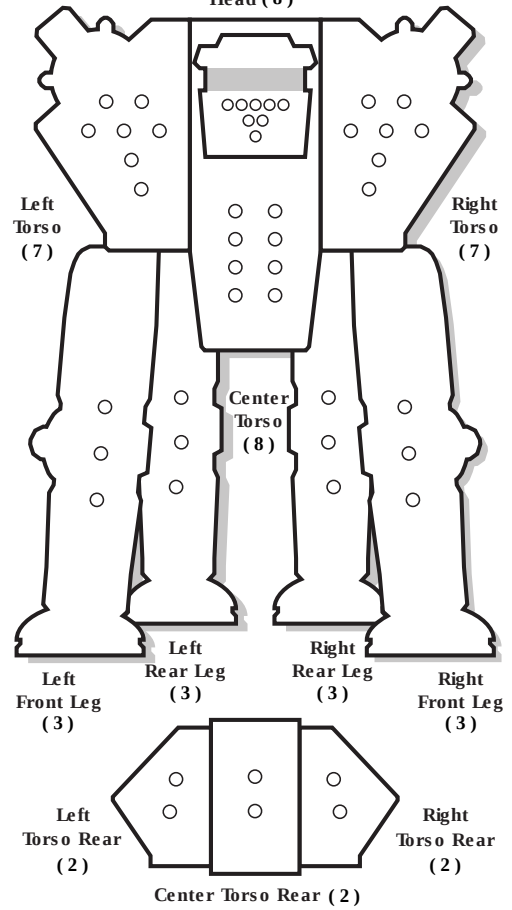


Damage Transfer Diagram

ARMOR DIAGRAM

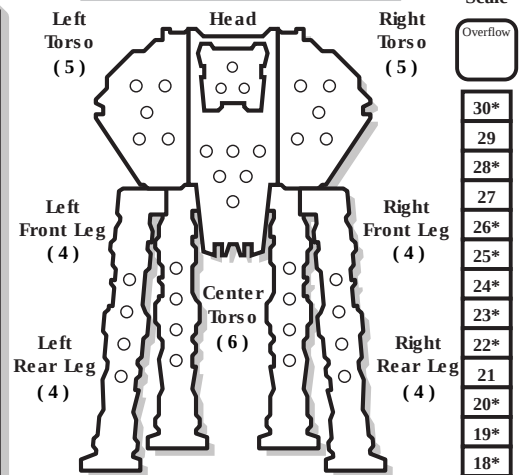
Commercial, BAR: 5

Head (8)



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: 2

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