

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

'MECH DATA

Type: Pompier Firemech GM-3CD

Movement Points: **Tonnage:** 15
Walking: 2 **Tech Base:** Inner Sphere
Running: 3 **Rules Level:** Standard
Jumping: 0 **Role:** Scout
Engine Type: 30 Fuel Cell

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe (Beagle)	LT	—	[E]	—	—	—	4
1	Liquid Storage:1t	RT	—	[E]	—	—	—	—
1	Searchlight	RT	—	[E]	—	—	—	—
1	Sprayer (Mech)	CT	—	[E]	—	—	—	—

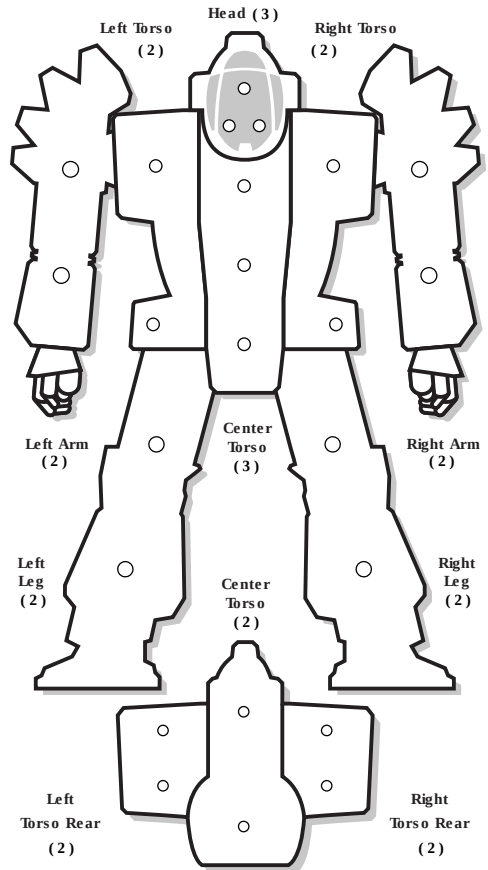
WARRIOR DATA

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

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

ARMOR DIAGRAM

Heavy Industrial



BV: 118



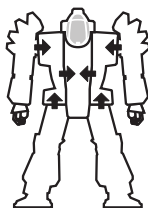
CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Environmental Sealing
 - Roll Again
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Left Torso**
- Active Probe (Beagle)
 - Active Probe (Beagle)
 - Environmental Sealing
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**

- Head**
- Life Support
 - Sensors
 - Industrial Cockpit (adv. FCS)
 - Environmental Sealing
 - Sensors
 - Life Support
- 1-3**
- Center Torso**
- Fuel Cell Engine
 - Fuel Cell Engine
 - Fuel Cell Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - Fuel Cell Engine
 - Fuel Cell Engine
 - Fuel Cell Engine
 - Sprayer (Mech)
 - Environmental Sealing
- 4-6**
- Engine Hits** ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Environmental Sealing
 - Roll Again
 - Roll Again
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Right Torso**
- Liquid Storage
 - Searchlight
 - Environmental Sealing
 - Roll Again
 - Roll Again
 - Roll Again
- 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
 - Environmental Sealing
 - Roll Again

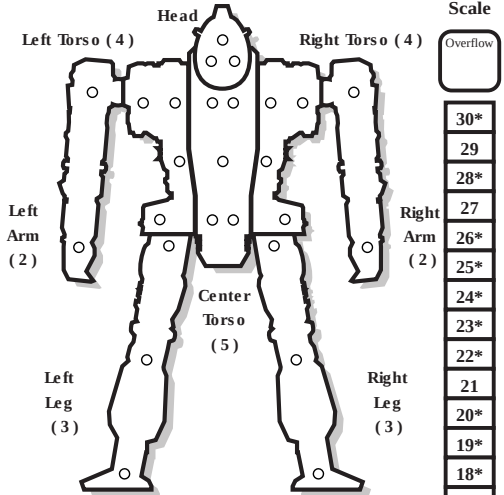


Damage Transfer Diagram

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Environmental Sealing
 - Roll Again

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: 1

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