

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Pompier Firemech GM-3HT

Movement Points: **Tonnage:** 15
Walking: 2 **Tech Base:** Inner Sphere
Running: 3 **Rules Level:** Standard
Jumping: 0 **Role:** None
Engine Type: 30 Fuel Cell

Weapons & Equipment Inventory

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

BV: 106



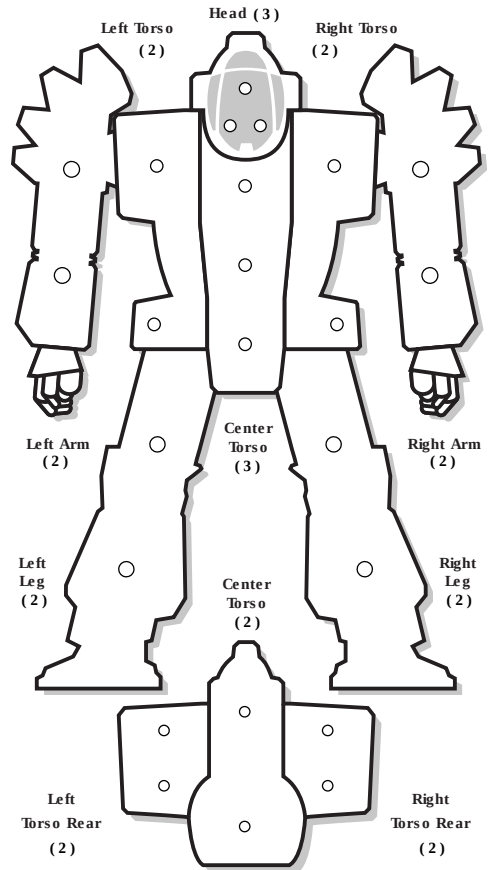
WARRIOR DATA

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

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

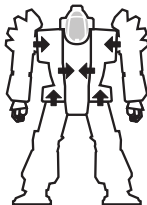
ARMOR DIAGRAM

Heavy Industrial



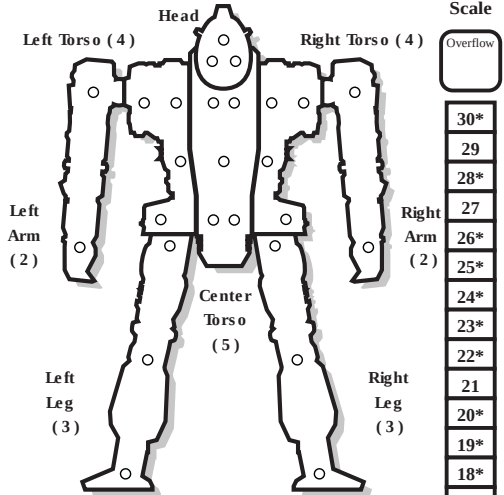
CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Industrial Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Roll Again
	5. Roll Again		5. Sensors		5. Roll Again
	6. Roll Again		6. Life Support		6. Roll Again
Left Torso		Center Torso		Right Torso	
1-3	1. Roll Again	1-3	1. Fuel Cell Engine	1-3	1. Roll Again
	2. Roll Again		2. Fuel Cell Engine		2. Roll Again
	3. Roll Again		3. Fuel Cell Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
4-6	1. Liquid Storage	4-6	1. Gyro	4-6	1. Liquid Storage
	2. Liquid Storage		2. Fuel Cell Engine		2. Searchlight
	3. Roll Again		3. Fuel Cell Engine		3. Roll Again
	4. Roll Again		4. Fuel Cell Engine		4. Roll Again
	5. Roll Again		5. Sprayer (Mech)		5. Roll Again
	6. Roll Again		6. Liquid Storage		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	○○○	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Gyro Hits ○○○	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Sensor Hits ○○○	
	4. Foot Actuator		4. Foot Actuator	Life Support ○	
	5. Roll Again		5. Roll Again		
	6. Roll Again		6. Roll Again		
				Damage Transfer Diagram	



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