

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Powerman SC XV HaulerMech

Movement Points: **Tonnage:** 35
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 0 **Role:** Ambusher
Engine Type: 140 ICE

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Lift Hoist/Arresting Hoist	LA	—	[E]	—	—	—	—
1	Lift Hoist/Arresting Hoist	RA	—	[E]	—	—	—	—
1	Cargo (2 tons)	LT	—	[E]	—	—	—	—
1	Cargo (2 tons)	RT	—	[E]	—	—	—	—
1	Cargo (0.5 tons)	CT	—	[E]	—	—	—	—

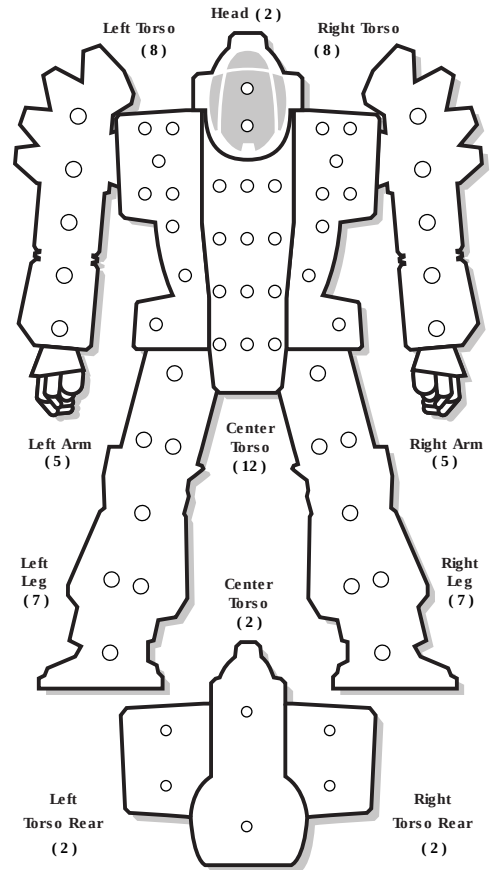
WARRIOR DATA

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

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

ARMOR DIAGRAM

Commercial, BAR: 5

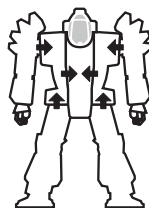


BV: 198



CRITICAL TABLE

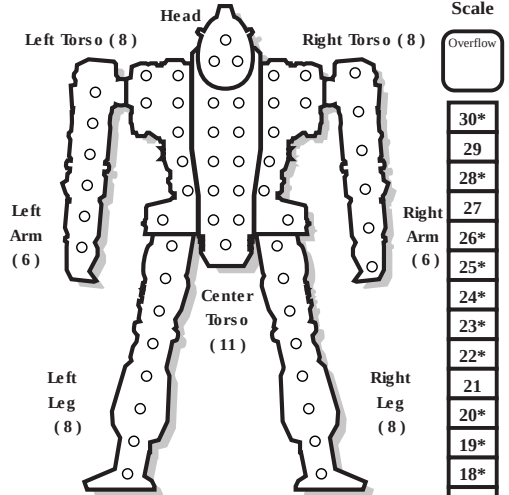
Left Arm		Head		Right Arm	
1. Shoulder		1. Life Support		1. Shoulder	
2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator	
3. Lower Arm Actuator		3. Industrial Cockpit		3. Lower Arm Actuator	
4. Hand Actuator		4. Roll Again		4. Hand Actuator	
5. Lift Hoist/Arresting Hoist		5. Sensors		5. Lift Hoist/Arresting Hoist	
6. Lift Hoist/Arresting Hoist		6. Life Support		6. Lift Hoist/Arresting Hoist	
Center Torso		Left Torso		Right Torso	
1. I.C.E. Engine		1. Cargo		1. Lift Hoist/Arresting Hoist	
2. I.C.E. Engine		2. Cargo		2. Roll Again	
3. I.C.E. Engine		3. Roll Again		3. Roll Again	
4. Gyro		4. Roll Again		4. Roll Again	
5. Gyro		5. Roll Again		5. Roll Again	
6. Gyro		6. Roll Again		6. Roll Again	
Engine Hits ○○○○		Left Leg		Right Leg	
Gyro Hits ○○○○		1. Hip		1. Hip	
Sensor Hits ○○○○		2. Upper Leg Actuator		2. Upper Leg Actuator	
Life Support ○		3. Lower Leg Actuator		3. Lower Leg Actuator	
		4. Foot Actuator		4. Foot Actuator	
		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: 0

Heat Scale

Heat Scale
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