

BATTLETECH™

FOUR-LEGGED INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: ScavengerMech SC-V SalvageMech

Movement Points: **Walking:** 4 **Tonnage:** 80
Running: 6 **Tech Base:** Inner Sphere
Jumping: 0 **Rules Level:** Standard
Engine Type: 320 Fuel Cell **Role:** Ambusher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	Cargo (1 ton)	LT	—	[E]	—	—	—	—
1	Searchlight	RT	—	[E]	—	—	—	—
1	Sprayer (Mech)	RT	—	[E]	—	—	—	—
1	Fluid Suction System (Light - Mech)	RT	—	[E]	—	—	—	—
2	Liquid Storage:1t	RT	—	[E]	—	—	—	—
4	Cargo (1 ton)	RT	—	[E]	—	—	—	—
2	Cargo (1 ton)	CT	—	[E]	—	—	—	—

WARRIOR DATA

Name: _____

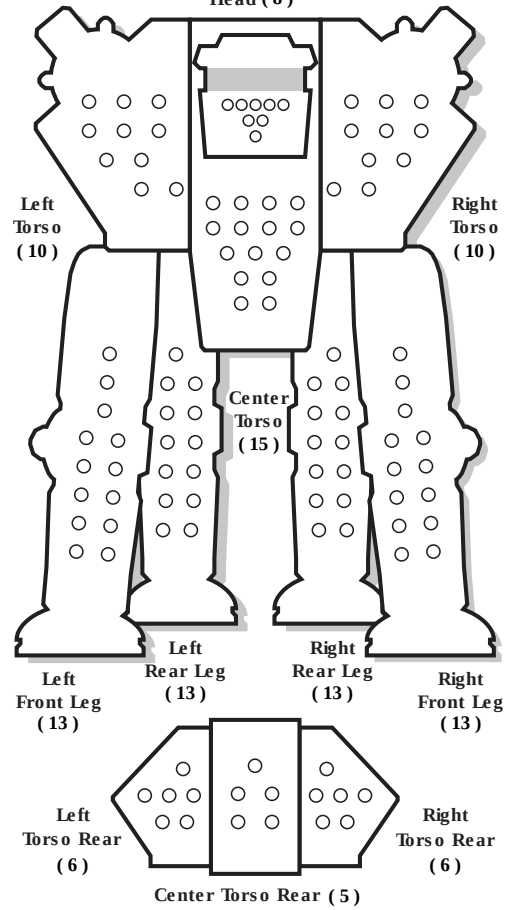
Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Heavy Industrial

Head (8)



BV: 582

CRITICAL TABLE

Front Left Leg

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

Left Torso

- Cargo
- Cargo
- Cargo
- Cargo
- Cargo
- Cargo

1-3

4-6

Rear Left Leg

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

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell 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

- Searchlight
- Sprayer (Mech)
- Fluid Suction System (Light - Mech)
- Liquid Storage
- Liquid Storage
- Cargo

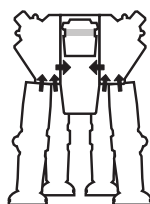
1-3

4-6

Rear Right Leg

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

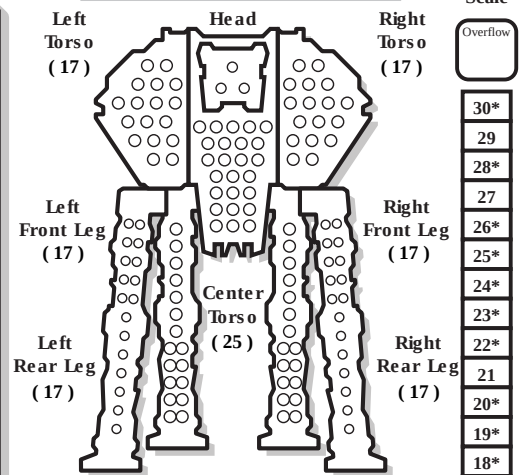
CATALYST
game labs



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Industrial



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	2
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 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