

BATTLETECH™

FOUR-LEGGED INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Uni ATAE-70T CargoMech

Movement Points: **Walking:** 3 **Tonnage:** 70
Running: 5 **Tech Base:** Inner Sphere
Jumping: 0 **Rules Level:** Standard
Engine Type: 210 Fuel Cell **Role:** Ambusher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Lift Hoist/Arresting Hoist (R)	LT	—	[E]	—	—	—	—
1	Cargo (3.5 tons)	LT	—	[E]	—	—	—	—
1	Lift Hoist/Arresting Hoist (R)	RT	—	[E]	—	—	—	—
1	Cargo (3.5 tons)	RT	—	[E]	—	—	—	—
1	Cargo Container (10 tons)	CT	—	[E]	—	—	—	—

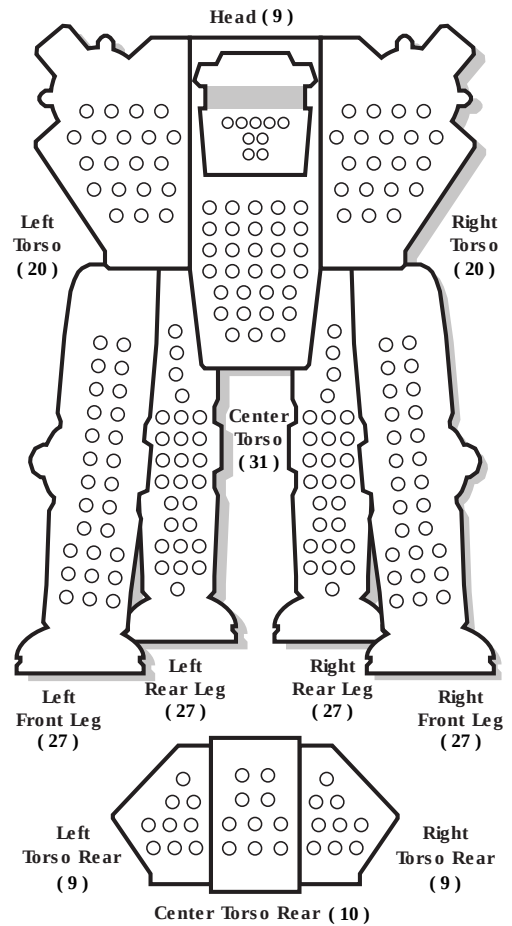
WARRIOR DATA

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: 542

CRITICAL TABLE

Head

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

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Industrial Triple Strength Myomer
- Roll Again

Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Industrial Triple Strength Myomer
- Roll Again

Left Torso

- Lift Hoist/Arresting Hoist (R)
- Lift Hoist/Arresting Hoist (R)
- Lift Hoist/Arresting Hoist (R)
- Cargo
- Cargo
- Cargo

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

Right Torso

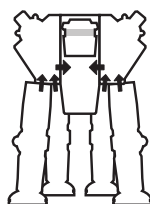
- Lift Hoist/Arresting Hoist (R)
- Lift Hoist/Arresting Hoist (R)
- Lift Hoist/Arresting Hoist (R)
- Cargo
- Cargo
- Cargo

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Industrial Triple Strength Myomer
- Roll Again

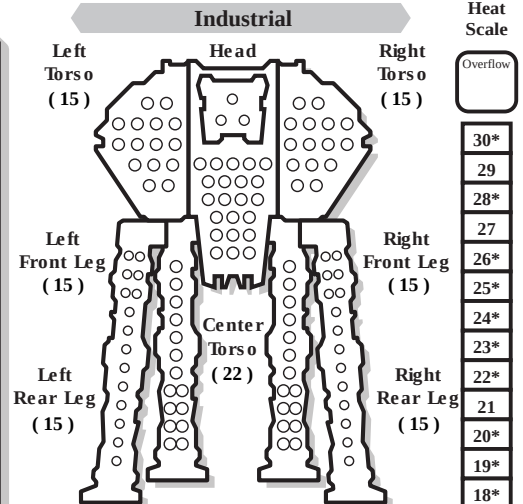
Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Industrial Triple Strength Myomer
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	1
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	