

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Spindrift Aquatic SecurityMech SDT-1

Movement Points: **Tonnage:** 30
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Advanced
Underwater: 4 **Role:** Ambusher
Engine Type: 120 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	SRT 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRT 6) 15

BV: 441



WARRIOR DATA

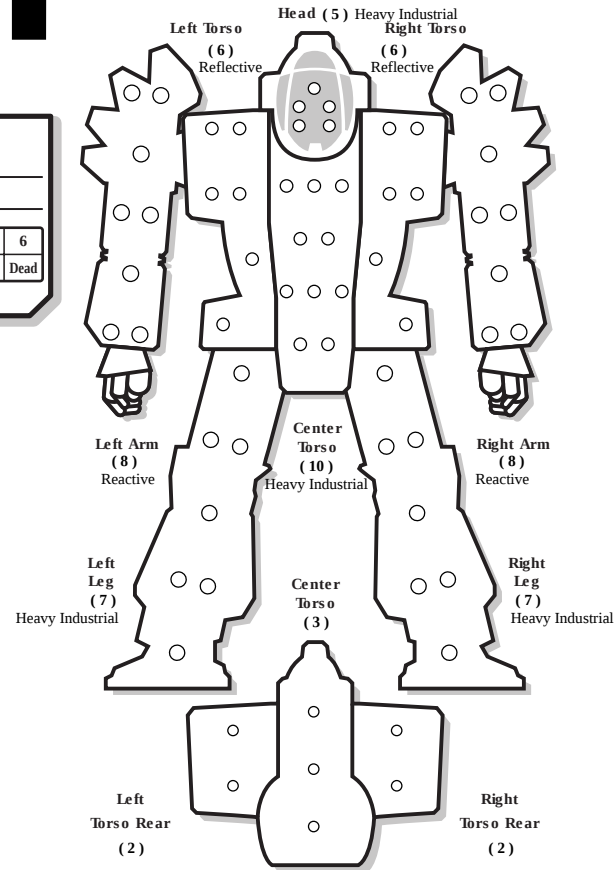
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Patchwork



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

- Heat Sink
- Heat Sink
- Heat Sink
- UMU
- ER Small Laser
- Environmental Sealing

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
- UMU
- Environmental Sealing

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Environmental Sealing
- Sensors
- Life Support

1-3

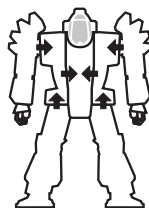
Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- BattleMech/Vehicle HarJel System
- Environmental Sealing

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



Damage Transfer Diagram

Right 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

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- UMU
- SRT 6
- SRT 6

1-3

- Ammo (SRT 6) 15
- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again
- Roll Again

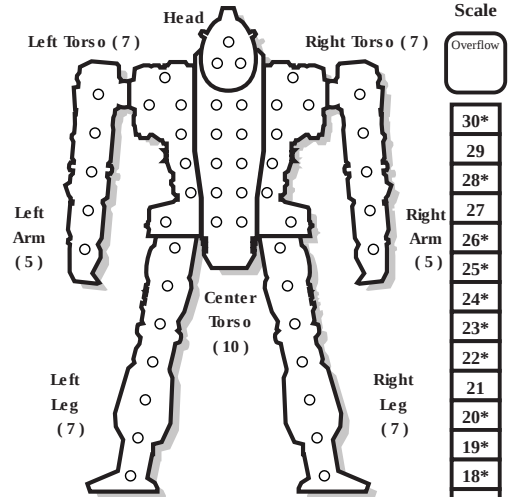
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- UMU
- Environmental Sealing

INTERNAL STRUCTURE DIAGRAM

Industrial



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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