

BATTLETECH™

FOUR-LEGGED INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Uni ATAE-70 ArtilleryMech

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Thumper	CT/LT	5	15[AE,S,F]	—	1	2	21
3	Cargo (1 ton)	LT	—	[E]	—	—	—	—
1	Thumper	RT	5	15[AE,S,F]	—	1	2	21
3	Cargo (1 ton)	RT	—	[E]	—	—	—	—

Ammo: (Thumper) 20

BV: 865



WARRIOR DATA

Name: _____

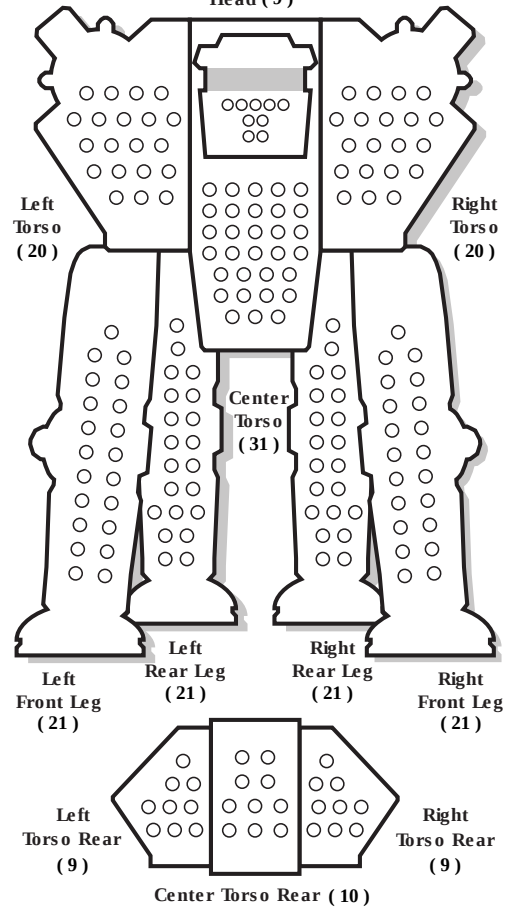
Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Heavy Industrial

Head (9)



CRITICAL TABLE

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Front Left Leg

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

Center Torso

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

1-3

Front Right Leg

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

4-6

Right Torso

- Thumper
- Thumper
- Thumper
- Thumper
- Thumper
- Thumper

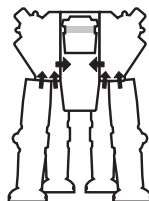
1-3

Left Torso

- Thumper
- Thumper
- Thumper
- Thumper
- Thumper
- Thumper

1-3

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



Damage Transfer Diagram

Rear Left Leg

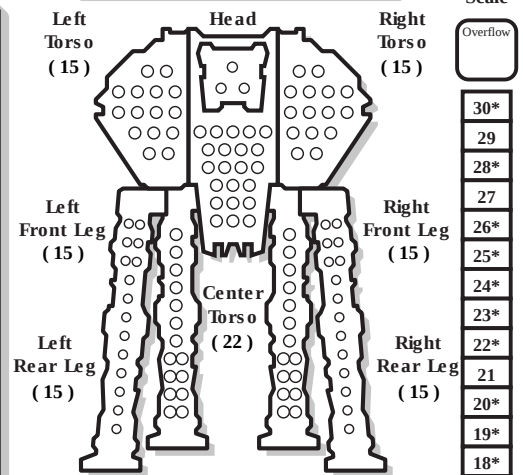
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Rear Right Leg

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

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: 5

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