

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Dig Lord RCL-Z1 Armed MiningMech

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 195 Fuel Cell

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Ambusher

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AES	RA	—	[E]	—	—	—	—
1	Vibroblade (Medium)	RA	—	10	—	—	—	—
1	Heavy Rifle (T)	LT	4	9 [DB,S]	2	6	12	18
1	Shoulder Turret	LT	—	[E]	—	—	—	—
1	MML 5	RT	3	[M,C,S]	—	—	—	—
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9

Ammo: (Heavy Rifle) 12, (MML 5/LRM) 24, (MML 5/SRM) 20

BV: 681



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Heavy Rifle (T)
- Heavy Rifle (T)
- Heavy Rifle (T)
- Shoulder Turret
- Ammo (Heavy Rifle) 6
- Ammo (Heavy Rifle) 6

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
- 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 ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- AES
- AES

1-3

- AES
- Vibroblade (Medium)
- Vibroblade (Medium)
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- MML 5
- MML 5
- MML 5
- Ammo (MML 5/LRM) 24
- Ammo (MML 5/SRM) 20
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

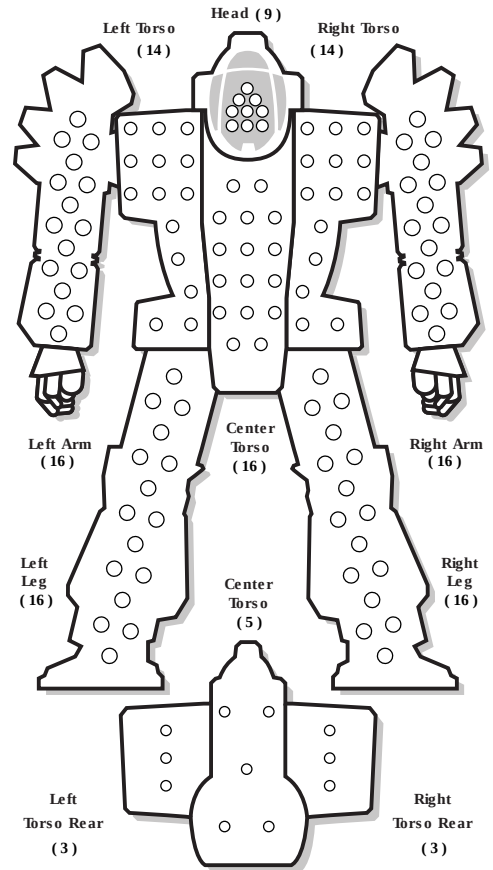
4-6

Right Leg

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

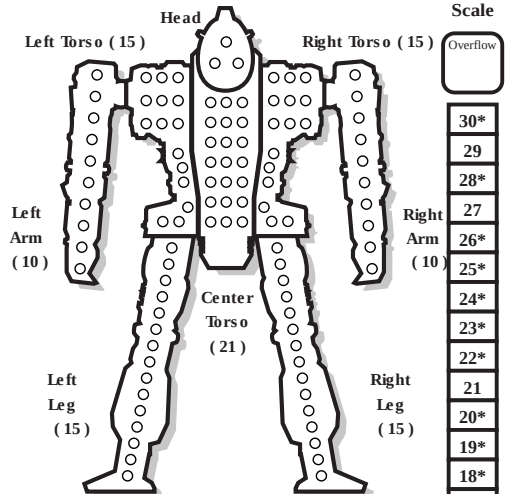
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Industrial



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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	7
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	○