

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Patron MilitiaMech PTN-2

Movement Points: **Tonnage:** 15
Walking: 2 **Tech Base:** Inner Sphere
Running: 3 **Rules Level:** Standard
Jumping: 0 **Role:** Sniper
Engine Type: 30 Fuel Cell

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Light Machine Gun	LA	—	1 [DB, AI]	—	2	4	6
2	Light Machine Gun	RA	—	1 [DB, AI]	—	2	4	6
1	Searchlight	LT	—	[E]	—	—	—	—
5	Rocket Launcher 10	RT	3	1/Msl [M, C]	—	5	11	18

Ammo: (Light Machine Gun) 100

BV: 143



WARRIOR DATA

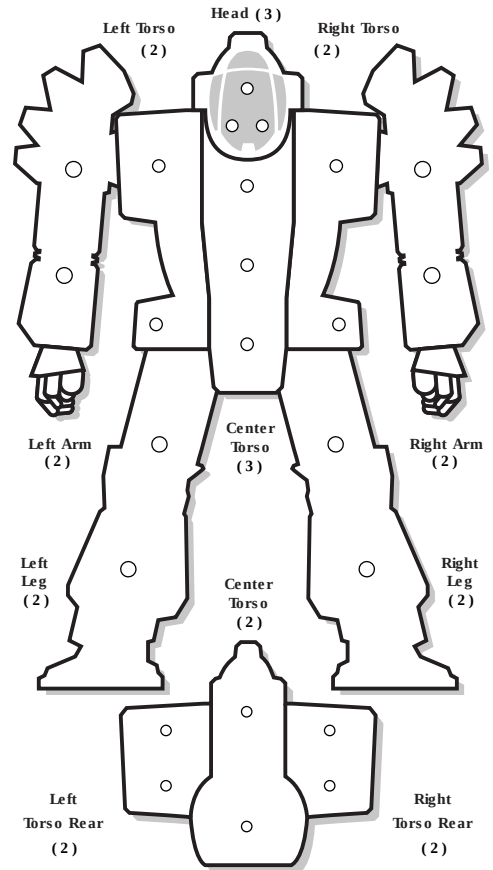
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

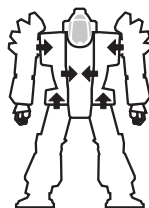
ARMOR DIAGRAM

Commercial, BAR: 5



CRITICAL TABLE

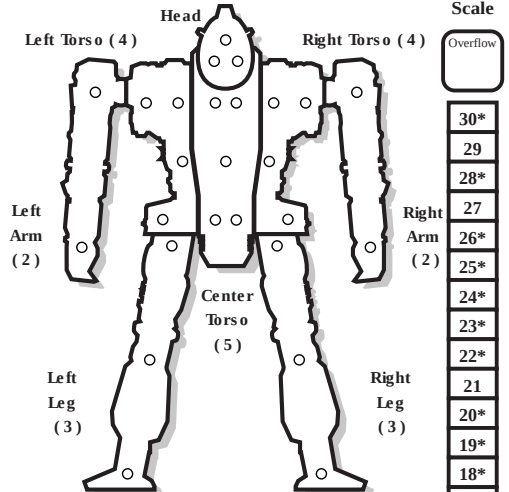
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Industrial Cockpit (adv. FCS)		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. Light Machine Gun		5. Sensors		5. Light Machine Gun
	6. Light Machine Gun		6. Life Support		6. Light Machine Gun
Left Torso		Center Torso		Right Torso	
1-3	1. Ammo (Light Machine Gun) 100	1-3	1. Fuel Cell Engine	1-3	1. Roll Again
	2. Roll Again		2. Fuel Cell Engine		2. Roll Again
	3. Roll Again		3. Fuel Cell Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
4-6	1. Searchlight	4-6	1. Gyro	4-6	1. Rocket Launcher 10
	2. Roll Again		2. Fuel Cell Engine		2. Rocket Launcher 10
	3. Roll Again		3. Fuel Cell Engine		3. Rocket Launcher 10
	4. Roll Again		4. Fuel Cell Engine		4. Rocket Launcher 10
	5. Roll Again		5. Roll Again		5. Rocket Launcher 10
	6. Roll Again		6. Roll Again		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	Gyro Hits ○○○○	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits ○○○○	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support ○	
	4. Foot Actuator		4. Foot Actuator		
	5. Roll Again		5. Roll Again		
	6. Roll Again		6. Roll Again		



Damage Transfer Diagram

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	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	