

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

'MECH DATA

Type: Diomedea D-M3D-3 ConstructionMech

Movement Points: **Tonnage:** 100
Walking: 2 **Tech Base:** Inner Sphere
Running: 3 **Rules Level:** Standard
Jumping: 0 **Role:** Missile Boat
Engine Type: 200 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Tracks	RL/LL	—	[E]	—	—	—	—
1	Heavy-Duty Pile Driver	LA	—	10	—	—	—	—
2	Nail/Rivet Gun	RA	—	0 [DB,S]	—	1	—	—
1	MML 7	LT	4	[M,C,S]	—	—	—	—
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Sprayer (Mech)	LT	—	[E]	—	—	—	—
1	Lift Hoist/Arresting Hoist (R)	LT	—	[E]	—	—	—	—
1	Searchlight	LT	—	[E]	—	—	—	—
1	MML 7	RT	4	[M,C,S]	—	—	—	—
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Sprayer (Mech)	RT	—	[E]	—	—	—	—
1	Lift Hoist/Arresting Hoist (R)	RT	—	[E]	—	—	—	—
1	Searchlight	RT	—	[E]	—	—	—	—
2	Liquid Storage:1t	CT	—	[E]	—	—	—	—
1	Ejection Seat	HD	—	[E]	—	—	—	—

Ammo: (MML 7/LRM) 34, (MML 7/SRM) 28, (Nail/Rivet Gun) 600

BV: 1,228

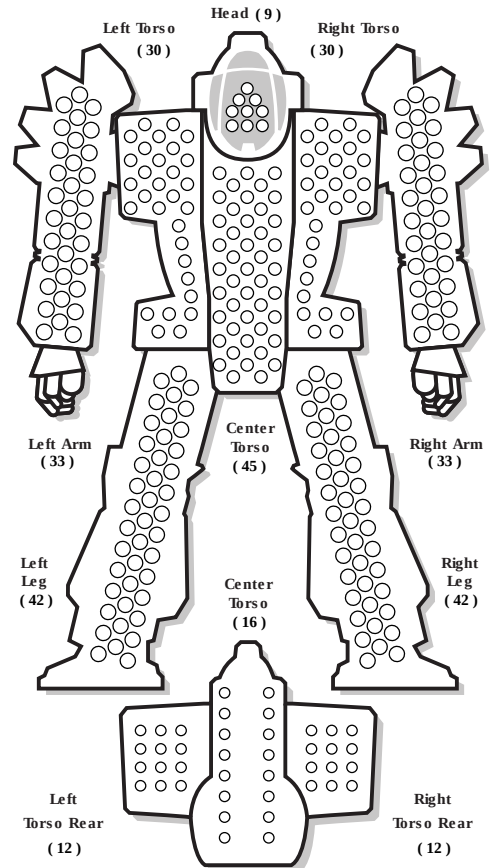
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

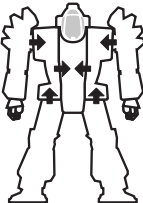
ARMOR DIAGRAM

Heavy Industrial



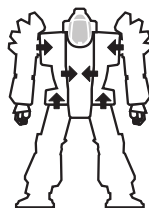
CRITICAL TABLE

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. Heavy-Duty Pile Driver		3. Industrial Cockpit (adv. FCS)		3. Lower Arm Actuator	
	4. Heavy-Duty Pile Driver		4. Ejection Seat		4. Hand Actuator	
	5. Heavy-Duty Pile Driver		5. Sensors		5. Nail/Rivet Gun	
4-6	6. Heavy-Duty Pile Driver		6. Life Support		6. Nail/Rivet Gun	
	Center Torso		1. Ammo (Nail/Rivet Gun) 300			
	1-3	1. Fusion Engine	4-6	2. Ammo (Nail/Rivet Gun) 300		
		2. Fusion Engine		3. Roll Again		
		3. Fusion Engine		4. Roll Again		
4. Gyro		5. Roll Again				
5. Gyro		6. Roll Again				
4-6	6. Gyro	Left Torso (CASE)		4-6	Right Torso (CASE)	
	1-3	1. Gyro	1-3		1. MML 7	
		2. Fusion Engine			2. MML 7	
		3. Fusion Engine			3. MML 7	
		4. Fusion Engine			4. MML 7	
5. Liquid Storage		5. Ammo (MML 7/LRM) 17				
6. Liquid Storage		6. Ammo (MML 7/SRM) 14				
4-6	Engine Hits ○○○○ Gyro Hits ○○○ Sensor Hits ○○○ Life Support ○		1-3	1. Sprayer (Mech)		
	4-6	1. Lift Hoist/Arresting Hoist (R)		4-6	2. Lift Hoist/Arresting Hoist (R)	
		3. Lift Hoist/Arresting Hoist (R)			3. Lift Hoist/Arresting Hoist (R)	
		4. Lift Hoist/Arresting Hoist (R)			4. Lift Hoist/Arresting Hoist (R)	
		5. Searchlight			5. Searchlight	
		6. CASE			6. CASE	
Left Leg		Right Leg				
1. Hip		1. Hip				
2. Upper Leg Actuator		2. Upper Leg Actuator				
3. Lower Leg Actuator		3. Lower Leg Actuator				
4. Foot Actuator		4. Foot Actuator				
5. Heat Sink		5. Heat Sink				
6. Tracks		6. Tracks				



Damage Transfer Diagram

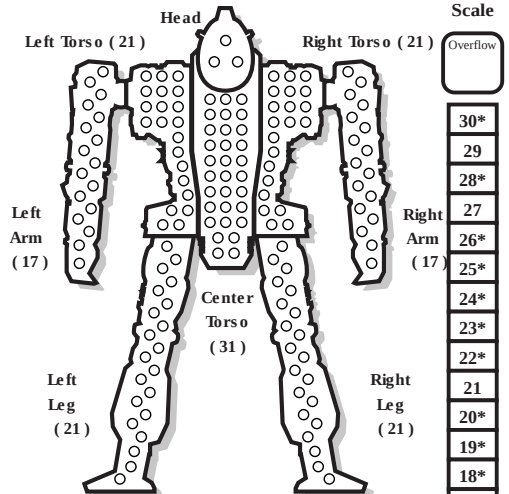
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

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

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
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