

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Diomedea D-M3D-4 DemolitionMech

Movement Points:

Walking: 2

Running: 3

Jumping: 0

Engine Type: 200 Fusion

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

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	Tracks	RL/LL	—	[E]	—	—	—	—
1	Dual Saw	LA	—	7	—	—	—	—
1	Sprayer (Mech)	LA	—	[E]	—	—	—	—
1	Liquid Storage:0.5t	LA	—	[E]	—	—	—	—
1	Spot Welder	RA	2	5	—	—	—	—
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	28	(Nail/Rivet Gun) 600	—	—	—	—

BV: 1,235



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Dual Saw
- Dual Saw
- Dual Saw

1-3

- Dual Saw
- Dual Saw
- Dual Saw
- Dual Saw
- Sprayer (Mech)
- Liquid Storage

4-6

Left Torso (CASE)

- MML 7
- MML 7
- MML 7
- MML 7
- Ammo (MML 7/LRM) 17
- Ammo (MML 7/SRM) 14

1-3

- Sprayer (Mech)
- Lift Hoist/Arresting Hoist (R)
- Lift Hoist/Arresting Hoist (R)
- Lift Hoist/Arresting Hoist (R)
- Searchlight
- CASE

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Tracks

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Ejection Seat
- 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
- Liquid Storage
- Liquid Storage

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Spot Welder
- Nail/Rivet Gun
- Nail/Rivet Gun

1-3

- Ammo (Nail/Rivet Gun) 300
- Ammo (Nail/Rivet Gun) 300
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- MML 7
- MML 7
- MML 7
- MML 7
- Ammo (MML 7/LRM) 17
- Ammo (MML 7/SRM) 14

1-3

- Sprayer (Mech)
- Lift Hoist/Arresting Hoist (R)
- Lift Hoist/Arresting Hoist (R)
- Lift Hoist/Arresting Hoist (R)
- Searchlight
- CASE

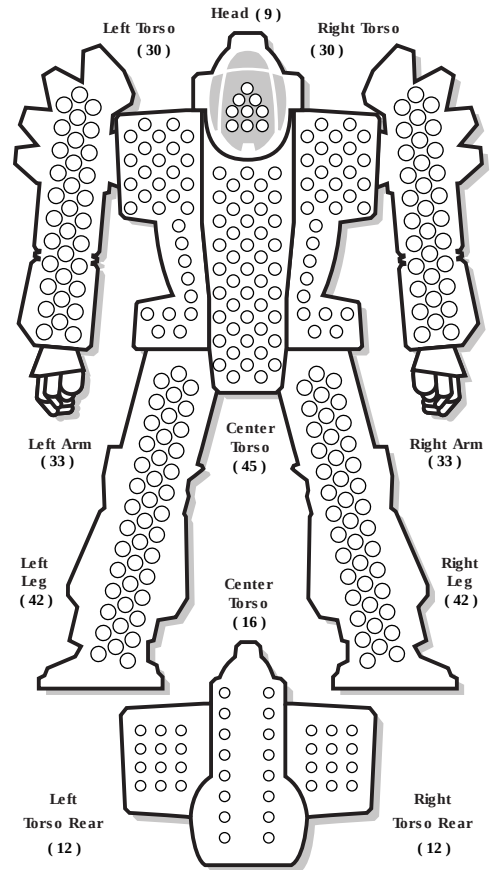
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Tracks

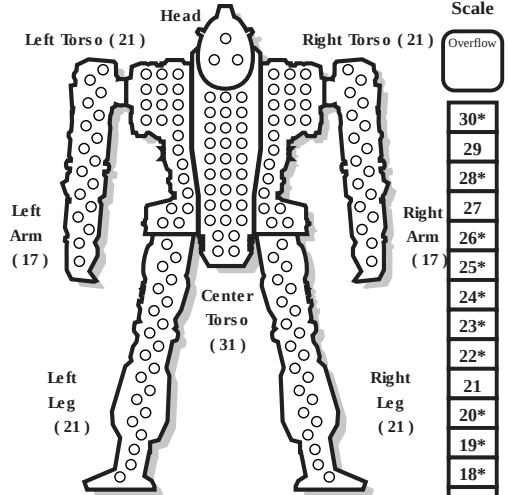
ARMOR DIAGRAM

Heavy Industrial



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