

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

'MECH DATA

Type: Diomedea D-M3D-M

Movement Points: 2
Walking: 2
Running: 3
Jumping: 0
Engine Type: 200 Fusion

Tonnage: 100
Tech Base: Inner Sphere
Rules Level: Standard
Role: Juggernaut

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Tracks	RL/LL	—	[E]	—	—	—	—
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
2	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	MML 7	LT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	MML 7	RT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Ejection Seat	HD	—	[E]	—	—	—	—

Ammo: (Gauss) 16, (MML 7/LRM) 34, (MML 7/SRM) 28, (Machine Gun) 200

BV: 1,609

WARRIOR DATA

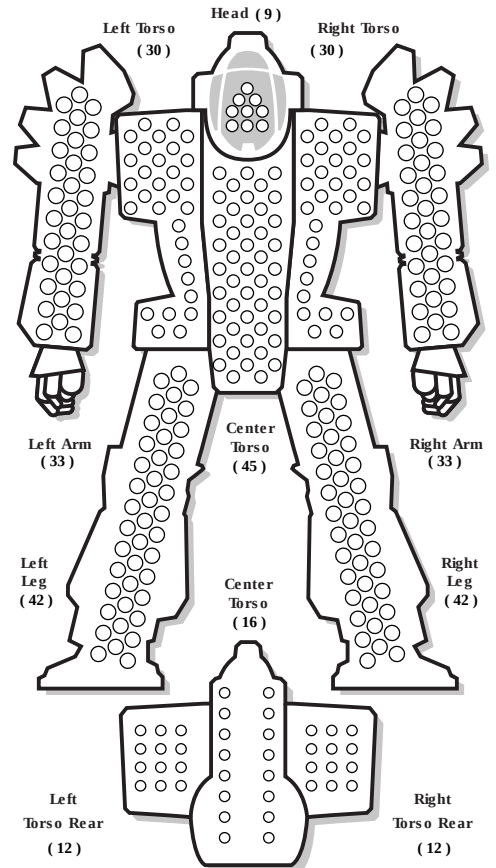
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

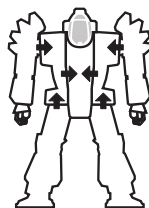
ARMOR DIAGRAM

Heavy Industrial



CRITICAL TABLE

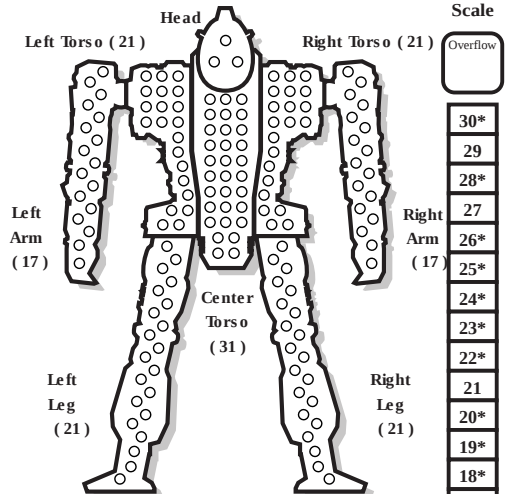
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Industrial Cockpit (adv. FCS)		3. Lower Arm Actuator
	4. Gauss Rifle		4. Ejection Seat		4. Hand Actuator
	5. Gauss Rifle		5. Sensors		5. Machine Gun
	6. Gauss Rifle		6. Life Support		6. Machine Gun
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. Gauss Rifle	1-3	1. Fusion Engine	1-3	1. Ammo (Machine Gun) 200
	2. Gauss Rifle		2. Fusion Engine		2. Roll Again
	3. Gauss Rifle		3. Fusion Engine		3. Roll Again
	4. Gauss Rifle		4. Gyro		4. Roll Again
	5. Ammo (Gauss) 8		5. Gyro		5. Roll Again
	6. Ammo (Gauss) 8		6. Gyro		6. Roll Again
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Gyro	○○○	
	2. Upper Leg Actuator		2. Fusion Engine	○○○	
	3. Lower Leg Actuator		3. Fusion Engine	○○○	
	4. Foot Actuator		4. Fusion Engine	○○○	
	5. Heat Sink		5. Heat Sink	○○○	
	6. Tracks		6. Heat Sink	○	
Left Leg		Right Leg		Gyro Hits	
4-6	1. Hip	4-6	1. Ammo (MML 7/SRM) 14	○○○	
	2. Upper Leg Actuator		2. CASE	○○○	
	3. Lower Leg Actuator		3. Roll Again	○○○	
	4. Foot Actuator		4. Roll Again	○○○	
	5. Heat Sink		5. Roll Again	○○○	
	6. Tracks		6. Roll Again	○	
Left Leg		Right Leg		Sensor Hits	
4-6	1. Hip	4-6	1. Ammo (MML 7/SRM) 14	○○○	
	2. Upper Leg Actuator		2. CASE	○○○	
	3. Lower Leg Actuator		3. Roll Again	○○○	
	4. Foot Actuator		4. Roll Again	○○○	
	5. Heat Sink		5. Roll Again	○○○	
	6. Tracks		6. Roll Again	○	
Left Leg		Right Leg		Life Support	
4-6	1. Hip	4-6	1. Ammo (MML 7/SRM) 14	○○○	
	2. Upper Leg Actuator		2. CASE	○○○	
	3. Lower Leg Actuator		3. Roll Again	○○○	
	4. Foot Actuator		4. Roll Again	○○○	
	5. Heat Sink		5. Roll Again	○○○	
	6. Tracks		6. Roll Again	○	



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Industrial



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
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