

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Crosscut ED-X4M-L LoggerMech MOD
Movement Points: **Tonnage:** 30
Walking: 2 **Tech Base:** Inner Sphere
Running: 3 **Rules Level:** Standard
Jumping: 0 **Role:** Sniper
Engine Type: 60 ICE

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	7	14	21
1	Chainsaw	RA	—	5	—	—	—	—

Ammo: (LB 5-X) 20

BV: 230

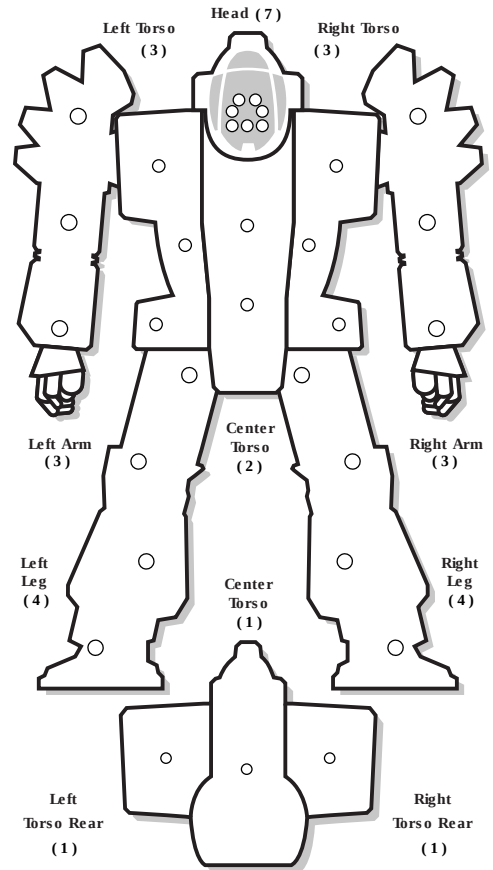
WARRIOR DATA

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

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

ARMOR DIAGRAM

Heavy Industrial

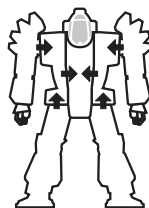


CRITICAL TABLE

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. Lower Arm Actuator		3. Industrial Cockpit (adv. FCS)		3. Lower Arm Actuator
	4. LB 5-X AC		4. Roll Again		4. Chainsaw
	5. LB 5-X AC		5. Sensors		5. Chainsaw
	6. LB 5-X AC		6. Life Support		6. Chainsaw
Center Torso		Left Torso		Right Torso	
4-6	1. LB 5-X AC	1-3	1. Gyro	1-3	1. Roll Again
	2. LB 5-X AC		2. I.C.E. Engine		2. Roll Again
	3. Ammo (LB 5-X) 20		3. I.C.E. Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
Left Leg		Engine Hits		Right Leg	
1-3	1. Roll Again	4-6	1. Gyro	1-3	1. Roll Again
	2. Roll Again		2. I.C.E. Engine		2. Roll Again
	3. Roll Again		3. I.C.E. Engine		3. Roll Again
	4. Roll Again		4. I.C.E. Engine		4. Roll Again
	5. Roll Again		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
Right Leg		Gyro Hits		Left Torso Rear	
4-6	1. Hip	4-6	1. Roll Again	4-6	1. Roll Again
	2. Upper Leg Actuator		2. Roll Again		2. Roll Again
	3. Lower Leg Actuator		3. Roll Again		3. Roll Again
	4. Foot Actuator		4. Roll Again		4. Roll Again
	5. Roll Again		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again

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

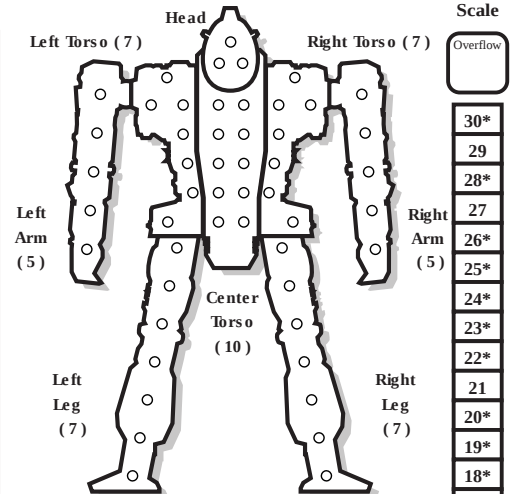
CATALYST
game labs



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Industrial



HEAT DATA

Heat Level*	Effects
30	Shutdown
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 Sinks: 1

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
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