

BATTLETECH™

FOUR-LEGGED INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Heavy Forester HFL-1 LoggerMech

Movement Points: 3
Walking: 3
Running: 5
Jumping: 0
Engine Type: 180 ICE

Tonnage: 60
Tech Base: Inner Sphere
Rules Level: Standard
Role: None

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Searchlight (R)	RLL	—	[E]	—	—	—	—
1	Searchlight (R)	RRL	—	[E]	—	—	—	—
1	Searchlight	FLL	—	[E]	—	—	—	—
1	Searchlight	FRL	—	[E]	—	—	—	—
1	Chainsaw	LT	—	5	—	—	—	—
1	Lift Hoist/Arresting Hoist (R)	LT	—	[E]	—	—	—	—
1	Cargo (2 tons)	LT	—	[E]	—	—	—	—
1	Chainsaw	RT	—	5	—	—	—	—
1	Lift Hoist/Arresting Hoist (R)	RT	—	[E]	—	—	—	—
1	Cargo (2 tons)	RT	—	[E]	—	—	—	—
1	Ejection Seat	HD	—	[E]	—	—	—	—

WARRIOR DATA

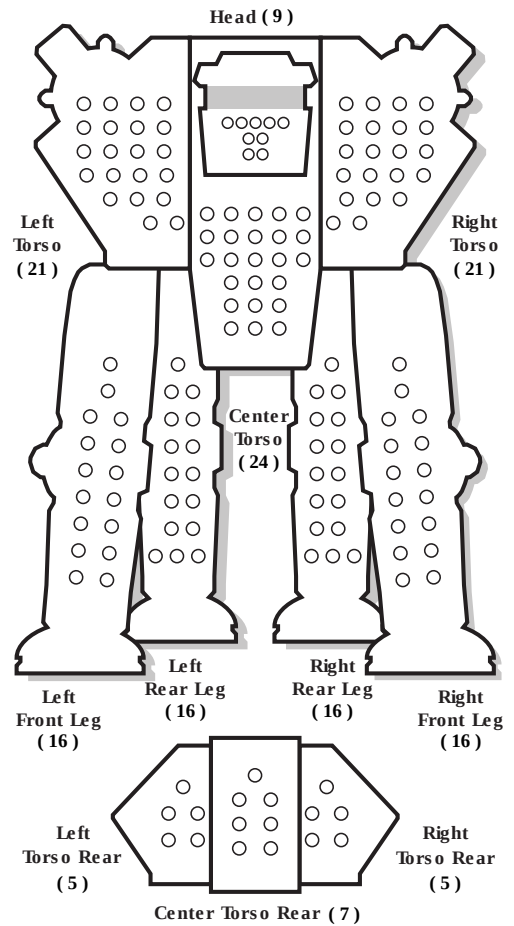
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Commercial, BAR: 5



BV: 433

CRITICAL TABLE

Head

- Life Support
- Sensors
- Industrial Cockpit
- Ejection Seat
- Sensors
- Life Support

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Searchlight
- Roll Again

Center Torso

- I.C.E. Engine
- I.C.E. Engine
- I.C.E. Engine
- Gyro
- Gyro
- Gyro

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Searchlight
- Roll Again

Left Torso

- Chainsaw
- Chainsaw
- Chainsaw
- Chainsaw
- Chainsaw
- Lift Hoist/Arresting Hoist (R)
- Lift Hoist/Arresting Hoist (R)
- Lift Hoist/Arresting Hoist (R)
- Cargo
- Cargo
- Roll Again
- Roll Again

1-3

4-6

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

Right Torso

- Chainsaw
- Chainsaw
- Chainsaw
- Chainsaw
- Chainsaw
- Lift Hoist/Arresting Hoist (R)
- Lift Hoist/Arresting Hoist (R)
- Lift Hoist/Arresting Hoist (R)
- Cargo
- Cargo
- Roll Again
- Roll Again

1-3

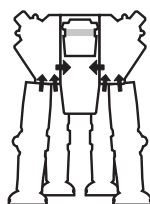
4-6

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Searchlight (R)
- Roll Again

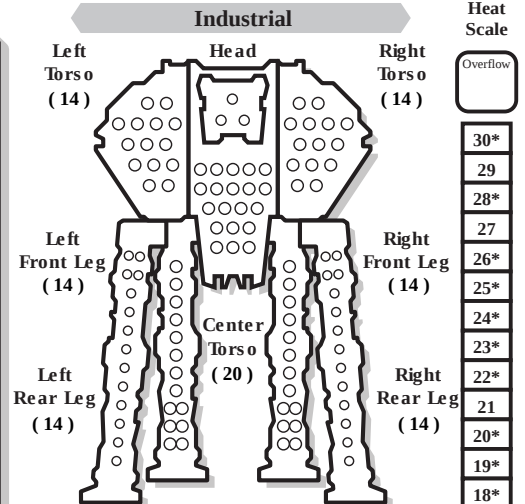
Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Searchlight (R)
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



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: 0

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