

# BATTLETECH™

## INDUSTRIALMECH RECORD SHEET

### MECH DATA

Type: Inquisitor ITW-80 SecurityMech  
 Movement Points: **Tonnage:** 35  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Rules Level:** Standard  
 Jumping: 0 **Role:** Scout  
 Engine Type: 175 Fusion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
2	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	CommsGear:2t	LT	—	[E]	—	—	—	—
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	Searchlight	CT	—	[E]	—	—	—	—
1	Ejection Seat	HD	—	[E]	—	—	—	—

Ammo: (Machine Gun) 200, (SRM 4) 25

BV: 613



### WARRIOR DATA

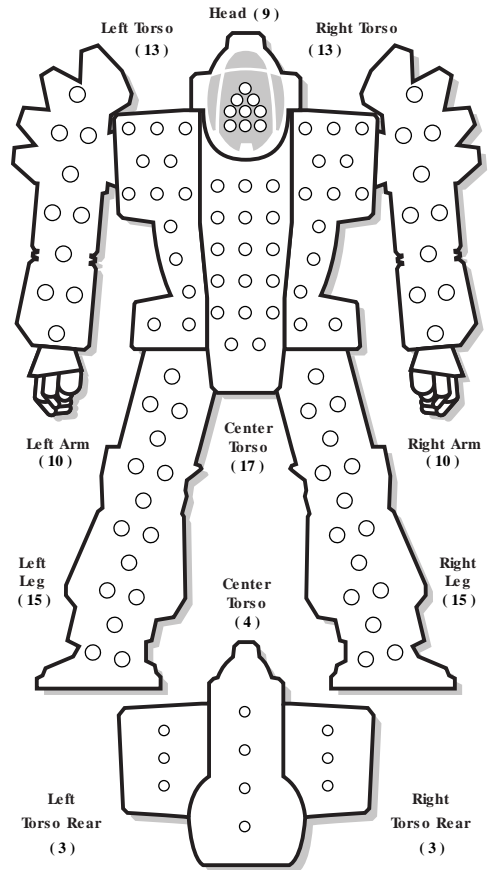
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken

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

Consciousness #

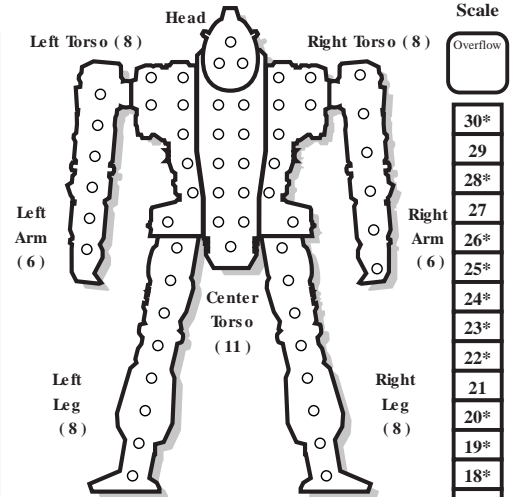
### ARMOR DIAGRAM

#### Heavy Industrial



### INTERNAL STRUCTURE DIAGRAM

#### Industrial



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Heat Sink
- CommsGear
- CommsGear
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### 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
- Heat Sink
- Searchlight

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Heat Sink
- SRM 4
- Ammo (SRM 4) 25
- Ammo (Machine Gun) 200
- Roll Again
- Roll Again

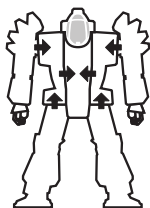
1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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



Damage Transfer Diagram

### 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	○