

# BATTLETECH™

## INDUSTRIALMECH RECORD SHEET

### MECH DATA

Type: Carbine CON-9M ConstructionMech MOD  
 Movement Points: **Tonnage:** 30  
**Walking:** 3 **Tech Base:** Inner Sphere  
**Running:** 5 **Rules Level:** Standard  
**Jumping:** 0 **Role:** Missile Boat  
**Engine Type:** 90 ICE

### Weapons & Equipment Inventory

| Qty | Type                       | Loc | Ht | Dmg             | Min | Sht | Med | Lng |
|-----|----------------------------|-----|----|-----------------|-----|-----|-----|-----|
| 1   | Lift Hoist/Arresting Hoist | LA  | —  | [E]             | —   | —   | —   | —   |
| 2   | Machine Gun                | RA  | —  | 2 [DB, AI]      | —   | 1   | 2   | 3   |
| 1   | LRM 10                     | CT  | 4  | 1/Msl [M, C, S] | 6   | 7   | 14  | 21  |

Ammo: (LRM 10) 12, (Machine Gun) 100

BV: 289



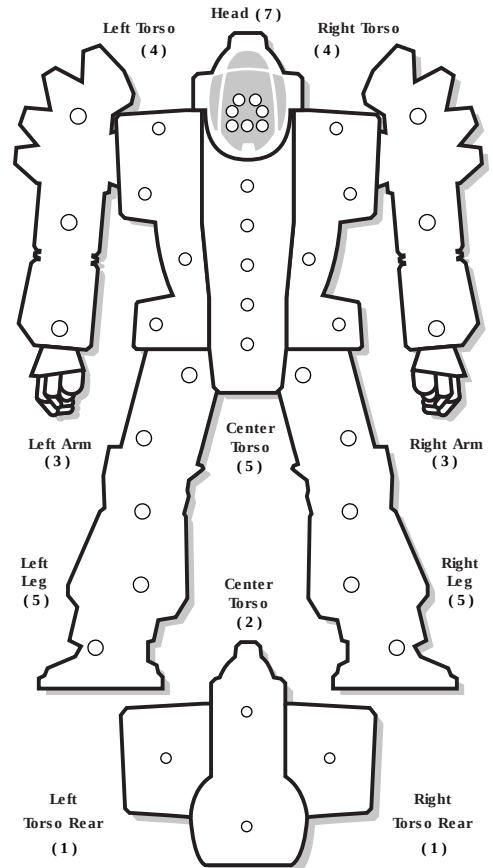
### WARRIOR DATA

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

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

### ARMOR DIAGRAM

#### Standard Armor

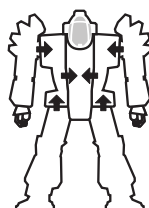


### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Lift Hoist/Arresting Hoist
  - Lift Hoist/Arresting Hoist
  - Lift Hoist/Arresting Hoist
- 1-3
- Center Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Left Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Right Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again
- 4-6
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again
- 4-6

- Head**
- Life Support
  - Sensors
  - Industrial Cockpit (adv. FCS)
  - Roll Again
  - Sensors
  - Life Support
- 1-3
- Center Torso**
- I.C.E. Engine
  - I.C.E. Engine
  - I.C.E. Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Machine Gun
  - Machine Gun
  - Roll Again
- 1-3
- Right Torso**
- Ammo (LRM 10) 12
  - Ammo (Machine Gun) 100
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3

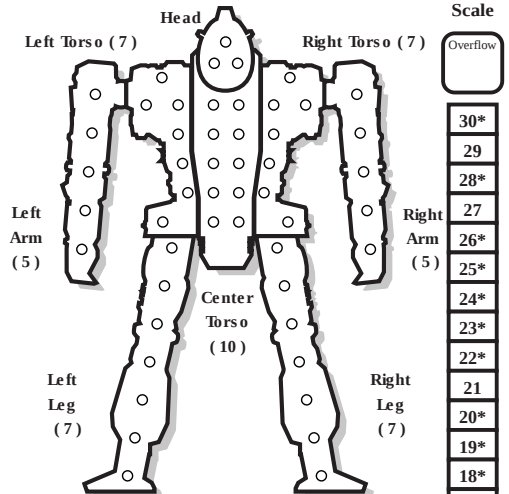
Engine Hits ○○○○  
 Gyro Hits ○○○○  
 Sensor Hits ○○○○  
 Life Support ○



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*      |
| 17*      |
| 16       |
| 15*      |
| 14*      |
| 13*      |
| 12       |
| 11       |
| 10*      |
| 9        |
| 8*       |
| 7        |
| 6        |
| 5*       |
| 4        |
| 3        |
| 2        |
| 1        |
| 0        |