

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Copper SecurityMech CPK-19

Movement Points: **Tonnage:** 25
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** None
Engine Type: 100 ICE

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	LA	—	2 [DB, AI]	—	1	2	3
2	Machine Gun	RA	—	2 [DB, AI]	—	1	2	3
1	Searchlight	LT	—	[E]	—	—	—	—
1	Searchlight	RT	—	[E]	—	—	—	—

Ammo: (Machine Gun) 400

BV: 310



WARRIOR DATA

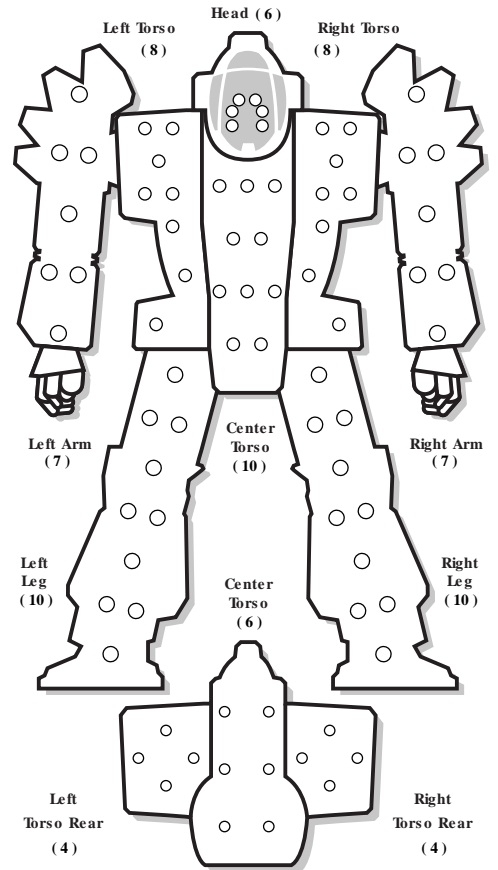
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

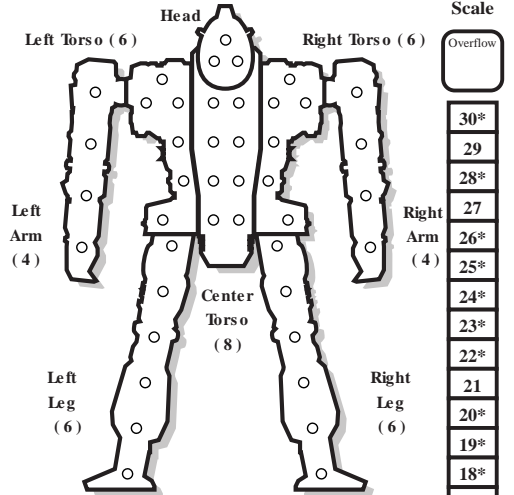
ARMOR DIAGRAM

Heavy Industrial



INTERNAL STRUCTURE DIAGRAM

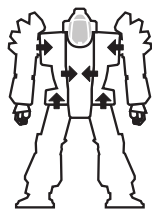
Industrial



CRITICAL TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Machine Gun	5. Machine Gun	6. Ammo (Machine Gun) 200
1-3						
4-6	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Left Torso	1. Searchlight	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
1-3						
4-6	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Head	1. Life Support	2. Sensors	3. Industrial Cockpit (adv. FCS)	4. Roll Again	5. Sensors	6. Life Support
1-3						
Center Torso	1. I.C.E. Engine	2. I.C.E. Engine	3. I.C.E. Engine	4. Gyro	5. Gyro	6. Gyro
1-3						
4-6	1. Gyro	2. I.C.E. Engine	3. I.C.E. Engine	4. I.C.E. Engine	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Machine Gun	5. Machine Gun	6. Ammo (Machine Gun) 200
1-3						
4-6	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Torso	1. Searchlight	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
1-3						
4-6	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
1-3						
4-6	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
1-3						
4-6	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	0
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	