

# BATTLETECH™

## INDUSTRIALMECH RECORD SHEET

### 'MECH DATA

Type: Crosscut ED-X1 LoggerMech

Movement Points: **Tonnage:** 30  
**Walking:** 5 **Tech Base:** Inner Sphere  
**Running:** 8 **Rules Level:** Standard  
**Jumping:** 0 **Role:** Ambusher  
**Engine Type:** 150 Fusion

### Weapons & Equipment Inventory

| Qty | Type                           | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------------------------|-----|----|-----|-----|-----|-----|-----|
| 1   | Chainsaw                       | RA  | —  | 5   | —   | —   | —   | —   |
| 1   | Lift Hoist/Arresting Hoist (R) | RT  | —  | [E] | —   | —   | —   | —   |
| 1   | Cargo (1.5 tons)               | CT  | —  | [E] | —   | —   | —   | —   |

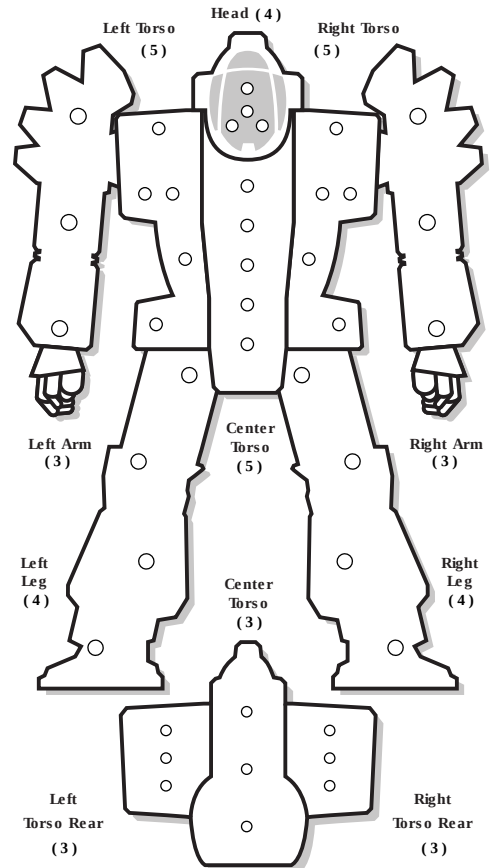
### WARRIOR DATA

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

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

### ARMOR DIAGRAM

#### Industrial



BV: 251

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

#### Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Chainsaw
- Chainsaw
- Chainsaw

4-6

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

#### Right Torso

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

1-3

#### Left Torso

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

1-3

4-6

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

#### Left Leg

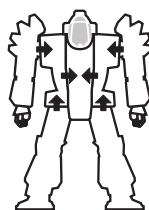
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

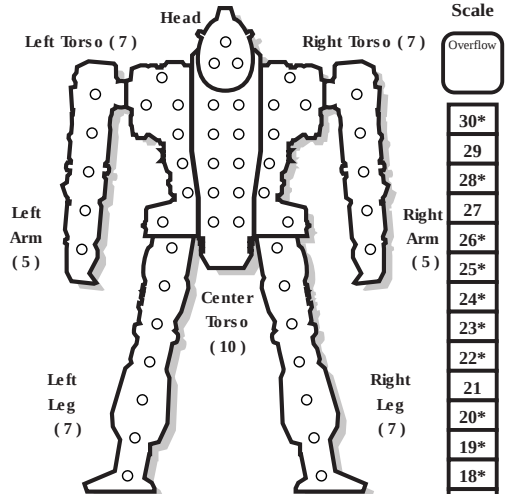
4-6



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

#### Industrial



### 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     | ○           |

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   |