

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Crosscut ED-X4 LoggerMech

Movement Points: **Tonnage:** 30
 Walking: 3 **Tech Base:** Inner Sphere
 Running: 5 **Rules Level:** Standard
 Jumping: 0 **Role:** Ambusher
 Engine Type: 90 ICE

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 (2 tons)	CT	—	[E]	—	—	—	—

WARRIOR DATA

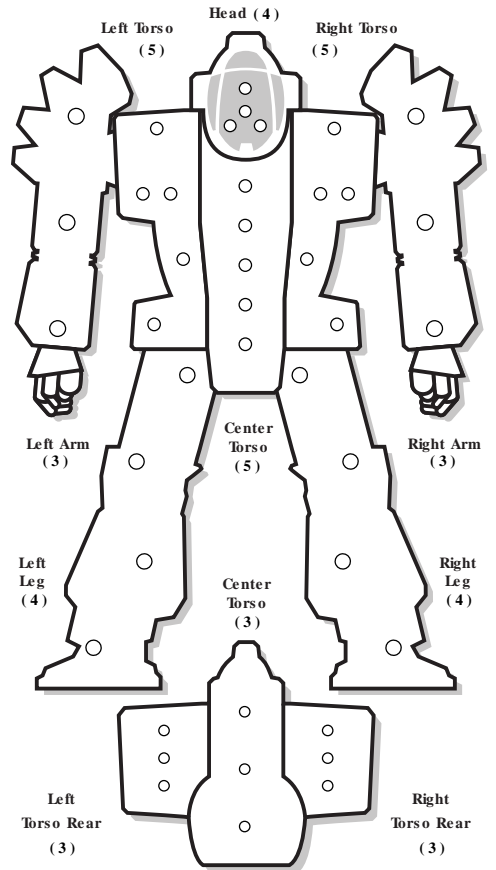
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

Consciousness #

ARMOR DIAGRAM

Industrial



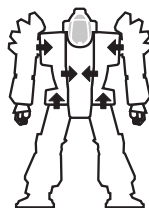
BV: 223



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. Hand 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
Left Torso	1. Roll Again	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	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. Cargo	6. Cargo
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Chainsaw	5. Chainsaw	6. Chainsaw
1-3						
4-6	1. Chainsaw	2. Chainsaw	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Torso	1. Lift Hoist/Arresting Hoist (R)	2. Lift Hoist/Arresting Hoist (R)	3. Lift Hoist/Arresting Hoist (R)	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. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	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. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

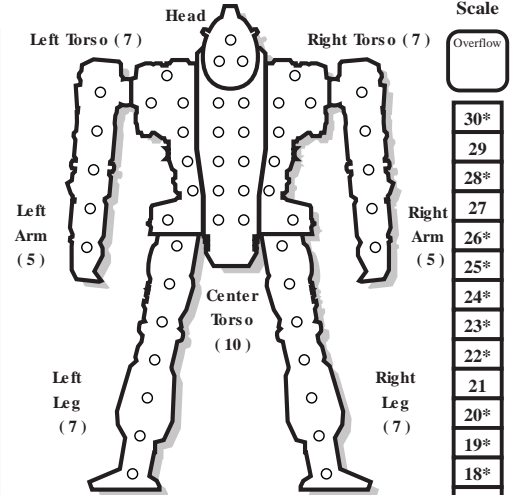
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Industrial



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	