

# BATTLETECH™

## INDUSTRIALMECH RECORD SHEET

### MECH DATA

Type: Crosscut ED-X4M LoggerMech MOD  
 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
4	Rocket Launcher 10	LA	3	1/Msl [M,C]	—	5	11	18
4	Rocket Launcher 10	RA	3	1/Msl [M,C]	—	5	11	18
1	Lift Hoist/Arresting Hoist (R)	RT	—	[E]	—	—	—	—

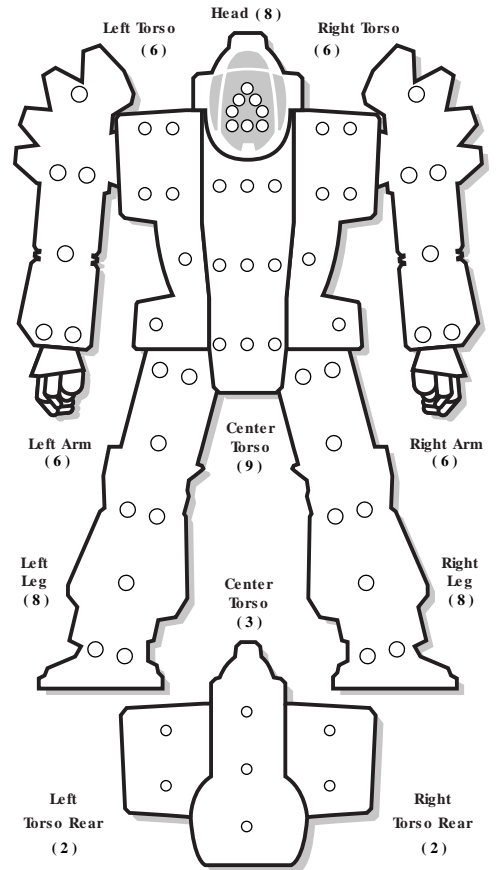
### WARRIOR DATA

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

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

### ARMOR DIAGRAM

#### Heavy Industrial

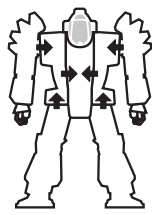
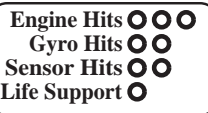


BV: 430



### CRITICAL TABLE

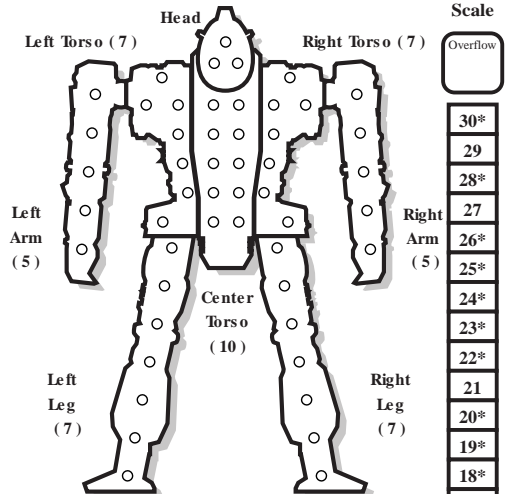
Location	1-3	4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Rocket Launcher 10 4. Rocket Launcher 10 5. Rocket Launcher 10 6. Rocket Launcher 10	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Rocket Launcher 10 4. Rocket Launcher 10 5. Rocket Launcher 10 6. Rocket Launcher 10	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Center Torso</b>	1. Life Support 2. Sensors 3. Industrial Cockpit (adv. FCS) 4. Roll Again 5. Sensors 6. Life Support	1. I.C.E. Engine 2. I.C.E. Engine 3. I.C.E. Engine 4. Gyro 5. Gyro 6. Gyro
<b>Left Torso</b>	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Gyro 2. I.C.E. Engine 3. I.C.E. Engine 4. I.C.E. Engine 5. Roll Again 6. Roll Again
<b>Right Torso</b>	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. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

#### Industrial



Heat Scale

30*	Overflow
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	

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	3
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	