

BATTLETECH™

FOUR-LEGGED INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Harvester Ant KIC-3 AgroMech

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 75 ICE

Tonnage: 25

Tech Base: Inner Sphere

Rules Level: Standard

Role: Ambusher

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Combine	LT	—	3	—	—	—	—
1	Combine	RT	—	3	—	—	—	—
1	Cargo (2 tons)	CT	—	[E]	—	—	—	—

BV: 161



CRITICAL TABLE

Head

1. Life Support
2. Sensors
3. Industrial Cockpit
4. Roll Again
5. Sensors
6. Life Support

Front Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

Left Torso

1. Combine
2. Combine
3. Combine
4. Combine
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

Rear Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Front 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

Right Torso

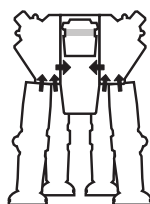
1. Combine
2. Combine
3. Combine
4. Combine
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Rear Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

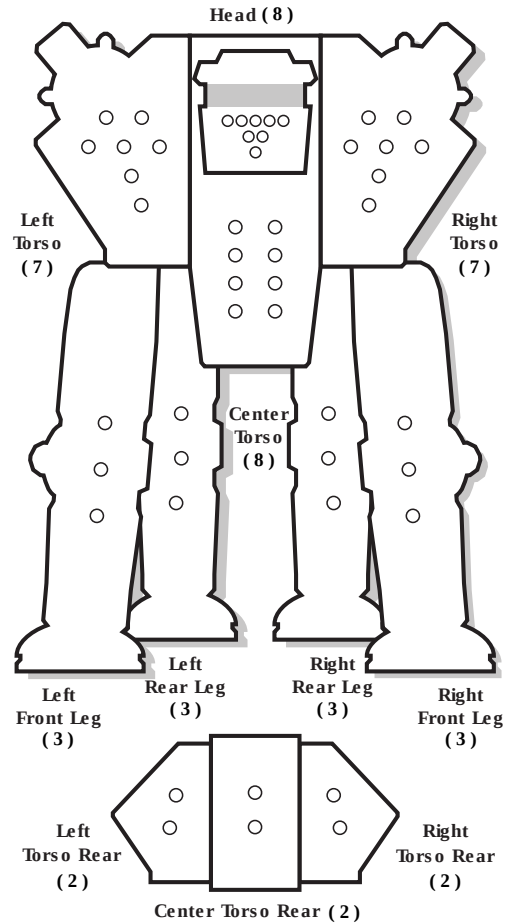
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



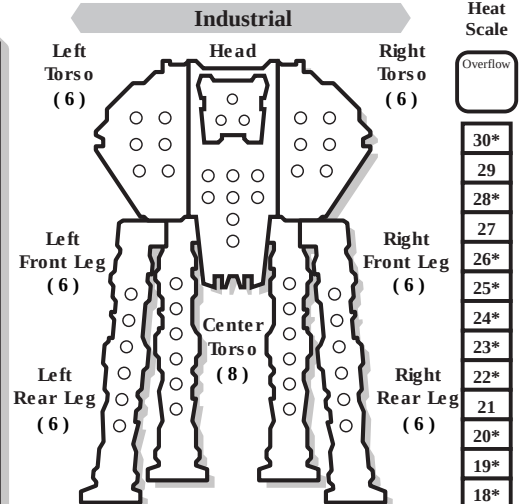
Damage Transfer Diagram

ARMOR DIAGRAM

Commercial, BAR: 5



INTERNAL STRUCTURE DIAGRAM



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: 0

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