

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

'MECH DATA

Type: Shugosha PTN-LAW LoaderMech

Movement Points: **Tonnage:** 20
Walking: 2 **Tech Base:** Inner Sphere
Running: 3 **Rules Level:** Standard
Jumping: 0 **Role:** None
Engine Type: 40 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Lift Hoist/Arresting Hoist	LT	—	[E]	—	—	—	—
1	Cargo (1.5 tons)	LT	—	[E]	—	—	—	—
1	Lift Hoist/Arresting Hoist	RT	—	[E]	—	—	—	—
1	Cargo (1.5 tons)	RT	—	[E]	—	—	—	—
1	Searchlight	CT	—	[E]	—	—	—	—

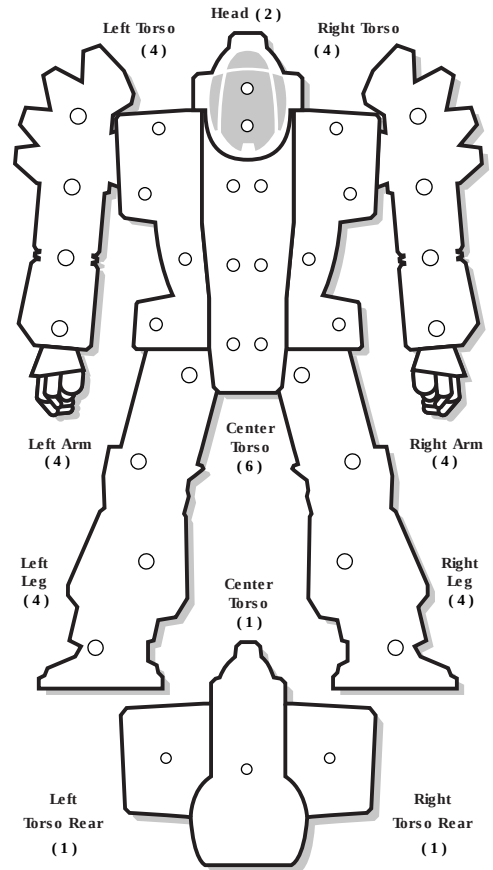
WARRIOR DATA

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

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

ARMOR DIAGRAM

Commercial, BAR: 5

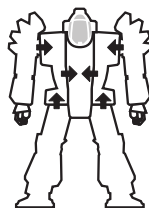


BV: 100



CRITICAL TABLE

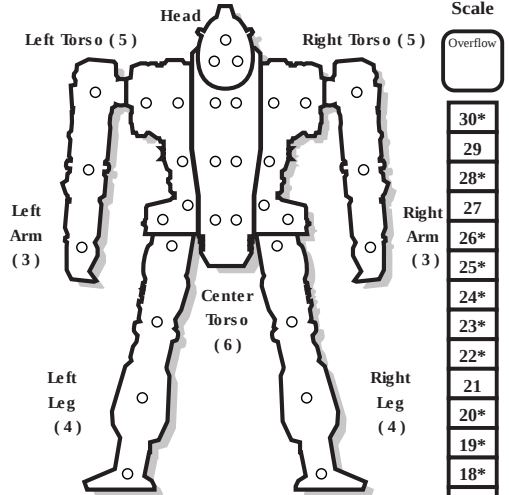
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Industrial Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. Roll Again		5. Sensors		5. Roll Again
	6. Roll Again		6. Life Support		6. Roll Again
Center Torso		Left Torso		Right Torso	
4-6	1. Fusion Engine	1-3	1. Heat Sink	1-3	1. Heat Sink
	2. Fusion Engine		2. Heat Sink		2. Heat Sink
	3. Fusion Engine		3. Lift Hoist/Arresting Hoist		3. Lift Hoist/Arresting Hoist
	4. Gyro		4. Lift Hoist/Arresting Hoist		4. Lift Hoist/Arresting Hoist
	5. Gyro		5. Lift Hoist/Arresting Hoist		5. Lift Hoist/Arresting Hoist
	6. Gyro		6. Cargo		6. Cargo
Left Leg		Engine Hits ○○○○		Right Leg	
4-6	1. Hip	Gyro Hits ○○○○		4-6	1. Hip
	2. Upper Leg Actuator	Sensor Hits ○○○○			2. Upper Leg Actuator
	3. Lower Leg Actuator	Life Support ○			3. Lower Leg Actuator
	4. Foot Actuator				4. Foot Actuator
	5. Heat Sink				5. Heat Sink
	6. Heat Sink				6. Heat Sink



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*
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13*
12
11
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8*
7
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4
3
2
1
0