BATTLETECH™

INDUSTRIALMECH RECORD SHEET

'MECH DATA

Type: Crosscut IIC SolahmaMech

Movement Points:		**Tonnage:**	30
Walking:	10	**Tech Base:**	Clan
Running:	15	**Rules Level:**	Advanced
Jumping:	0	**Role:**	Striker
Engine Type:	300 XXL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Imp. Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9
1	Chainsaw	RA	—	5	—	—	—	—
1	Ejection Seat	HD	—	[E]	—	—	—	—

BV: 568

WARRIOR DATA

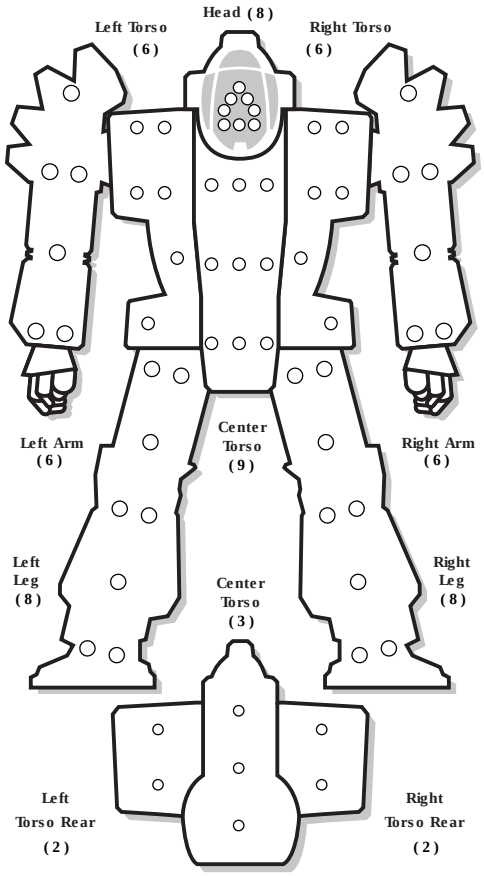
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

ARMOR DIAGRAM

Heavy Industrial



CRITICAL TABLE

Left Arm (CASE)

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **Imp. Heavy Medium Laser**
5. **Imp. Heavy Medium Laser**
6. Roll Again

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

Left Torso

1-3
1. **XXL Fusion Engine**
2. **XXL Fusion Engine**
3. **XXL Fusion Engine**
4. **XXL Fusion Engine**
5. Roll Again
6. Roll Again

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

Head

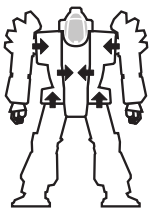
1. **Life Support**
2. **Sensors**
3. **Industrial Cockpit (adv. FCS)**
4. **Ejection Seat**
5. **Sensors**
6. **Life Support**

Center Torso

1-3
1. **XXL Fusion Engine**
2. **XXL Fusion Engine**
3. **XXL Fusion Engine**
4. **Gyro**
5. **Gyro**
6. **Gyro**

4-6
1. **Gyro**
2. **XXL Fusion Engine**
3. **XXL Fusion Engine**
4. **XXL Fusion Engine**
5. Roll Again
6. Roll Again

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



Damage Transfer Diagram

Right Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **Chainsaw**
5. **Chainsaw**
6. **Chainsaw**

4-6
1. **Chainsaw**
2. **Chainsaw**
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3
1. **XXL Fusion Engine**
2. **XXL Fusion Engine**
3. **XXL Fusion Engine**
4. **XXL Fusion Engine**
5. Roll Again
6. Roll Again

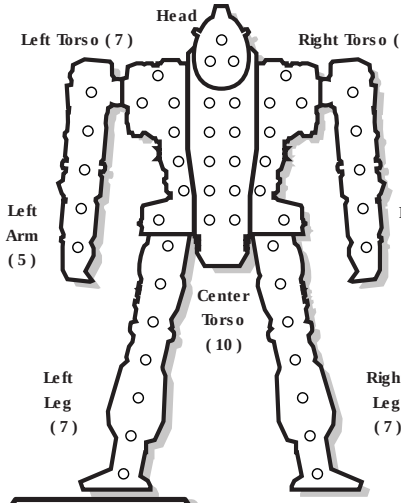
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Industrial



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

HEAT DATA

Heat Sinks: 11 ○ ○

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	

© 2023 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.