

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

'MECH DATA

Type: Crosscut ED-XX 'Ichabod'

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	BattleMech Taser	LA	6	1 [DB,S,X]	—	1	2	4
1	Chainsaw	RA	—	5	—	—	—	—
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

Ammo: (Taser) 5

BV: 442

WARRIOR DATA

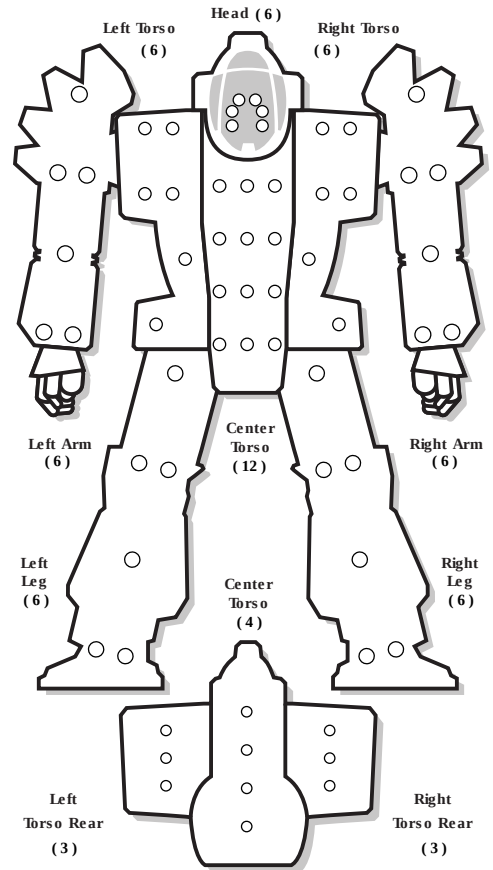
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

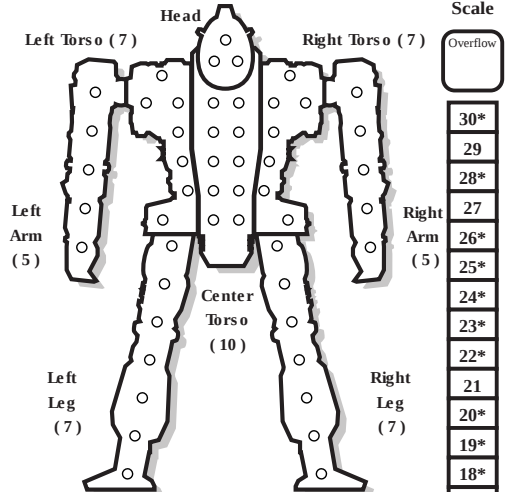
ARMOR DIAGRAM

Standard Armor



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- BattleMech Taser

1-3

- BattleMech Taser
- BattleMech Taser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Life Support
- Heat Sink
- Ammo (Taser) 5
- CASE
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Head

- Sensors
- Sensors
- Heat Sink
- ER Small Laser
- ER Medium Laser
- Roll Again

1-3

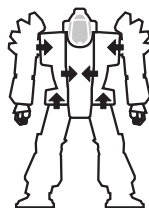
Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Torso-Mounted Cockpit
- Sensors

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- Chainsaw
- Chainsaw

1-3

- Chainsaw
- Chainsaw
- Chainsaw
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Life Support
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

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	○