

# BATTLETECH™

## INDUSTRIALMECH RECORD SHEET

### 'MECH DATA

Type: Powerman SC XI-M LoaderMech MOD

Movement Points: **Tonnage:** 35  
**Walking:** 4 **Tech Base:** Inner Sphere  
**Running:** 6 **Rules Level:** Standard  
**Jumping:** 0 **Role:** Brawler  
**Engine Type:** 140 ICE

### Weapons & Equipment Inventory

| Qty | Type             | Loc | Ht | Dmg        | Min | Sht | Med | Lng |
|-----|------------------|-----|----|------------|-----|-----|-----|-----|
| 1   | Medium Laser     | LA  | 3  | 5 [DE]     | —   | 3   | 6   | 9   |
| 1   | Medium Laser     | RA  | 3  | 5 [DE]     | —   | 3   | 6   | 9   |
| 1   | Cargo (0.5 tons) | LT  | —  | [E]        | —   | —   | —   | —   |
| 1   | Cargo (0.5 tons) | RT  | —  | [E]        | —   | —   | —   | —   |
| 1   | Machine Gun      | CT  | —  | 2 [DB, AI] | —   | 1   | 2   | 3   |

Ammo: (Machine Gun) 100

BV: 294



### WARRIOR DATA

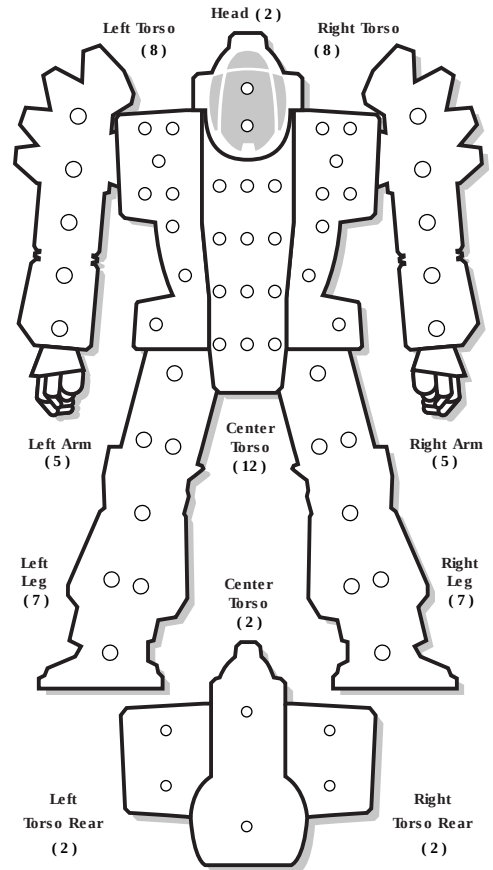
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

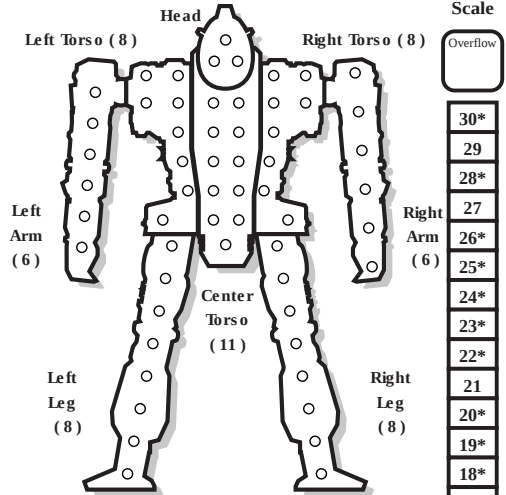
### ARMOR DIAGRAM

Commercial, BAR: 5



### 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
- Medium Laser
- Roll Again

1-3

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

4-6

#### Left Torso

- Cargo
- Roll Again
- Roll Again
- Roll Again
- 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
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Heat Sink
- Sensors
- Life Support

1-3

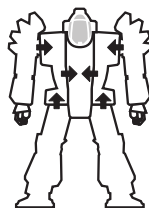
#### Center Torso

- I.C.E. Engine
- I.C.E. Engine
- I.C.E. Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- I.C.E. Engine
- I.C.E. Engine
- I.C.E. Engine
- Machine Gun
- Ammo (Machine Gun) 100

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

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

4-6

#### Right Torso

- Cargo
- Roll Again
- 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
- Roll Again
- Roll Again

### 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: 6

