

# BATTLETECH™

## INDUSTRIALMECH RECORD SHEET

### MECH DATA

Type: Fwltur FWL-3V SalvageMech

Movement Points: **Tonnage:** 35  
**Walking:** 3 **Tech Base:** Inner Sphere  
**Running:** 5 **Rules Level:** Standard  
**Jumping:** 2 **Role:** None  
**Engine Type:** 105 Fusion

### Weapons & Equipment Inventory

| Qty | Type                           | Loc   | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------------------------|-------|----|-----|-----|-----|-----|-----|
| 1   | Jump Booster                   | RL/LL | —  | [E] | —   | —   | —   | —   |
| 1   | Salvage Arm                    | LA    | —  | [E] | —   | —   | —   | —   |
| 1   | Salvage Arm                    | RA    | —  | [E] | —   | —   | —   | —   |
| 1   | Lift Hoist/Arresting Hoist (R) | LT    | —  | [E] | —   | —   | —   | —   |
| 1   | Lift Hoist/Arresting Hoist (R) | RT    | —  | [E] | —   | —   | —   | —   |

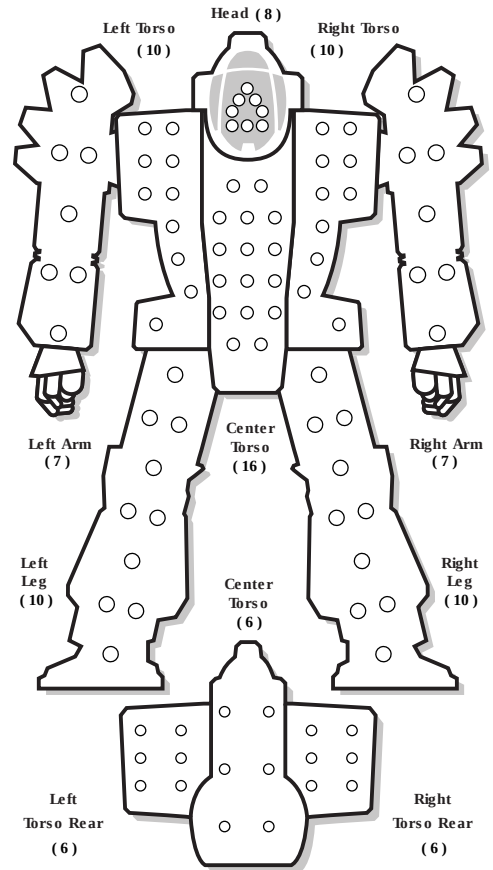
### WARRIOR DATA

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

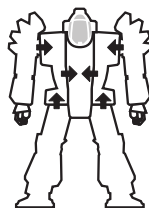


BV: 252



### CRITICAL TABLE

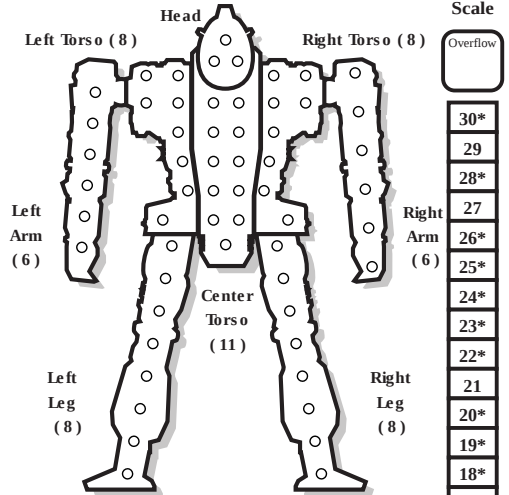
|                                   |  |                         |  |                                   |  |
|-----------------------------------|--|-------------------------|--|-----------------------------------|--|
| <b>Left Arm</b>                   |  | <b>Head</b>             |  | <b>Right Arm</b>                  |  |
| 1. Shoulder                       |  | 1. Life Support         |  | 1. Shoulder                       |  |
| 2. Upper Arm Actuator             |  | 2. Sensors              |  | 2. Upper Arm Actuator             |  |
| 3. Lower Arm Actuator             |  | 3. Industrial Cockpit   |  | 3. Lower Arm Actuator             |  |
| 4. Heat Sink                      |  | 4. Roll Again           |  | 4. Heat Sink                      |  |
| 5. Salvage Arm                    |  | 5. Sensors              |  | 5. Salvage Arm                    |  |
| 6. Salvage Arm                    |  | 6. Life Support         |  | 6. Salvage Arm                    |  |
| 1. Roll Again                     |  | <b>Center Torso</b>     |  | 1. Roll Again                     |  |
| 2. Roll Again                     |  | 1. Fusion Engine        |  | 2. Roll Again                     |  |
| 3. Roll Again                     |  | 2. Fusion Engine        |  | 3. Roll Again                     |  |
| 4. Roll Again                     |  | 3. Fusion Engine        |  | 4. Roll Again                     |  |
| 5. Roll Again                     |  | 4. Gyro                 |  | 5. Roll Again                     |  |
| 6. Roll Again                     |  | 5. Gyro                 |  | 6. Roll Again                     |  |
| 6. Roll Again                     |  | 6. Gyro                 |  |                                   |  |
| <b>Left Torso</b>                 |  | 1. Gyro                 |  | <b>Right Torso</b>                |  |
| 1. Heat Sink                      |  | 2. Fusion Engine        |  | 1. Heat Sink                      |  |
| 2. Heat Sink                      |  | 3. Fusion Engine        |  | 2. Heat Sink                      |  |
| 3. Lift Hoist/Arresting Hoist (R) |  | 4. Fusion Engine        |  | 3. Lift Hoist/Arresting Hoist (R) |  |
| 4. Lift Hoist/Arresting Hoist (R) |  | 5. Roll Again           |  | 4. Lift Hoist/Arresting Hoist (R) |  |
| 5. Lift Hoist/Arresting Hoist (R) |  | 6. Roll Again           |  | 5. Lift Hoist/Arresting Hoist (R) |  |
| 6. Roll Again                     |  |                         |  | 6. Roll Again                     |  |
| 1. Roll Again                     |  | <b>Engine Hits</b> ○○○○ |  | 1. Roll Again                     |  |
| 2. Roll Again                     |  | <b>Gyro Hits</b> ○○○○   |  | 2. Roll Again                     |  |
| 3. Roll Again                     |  | <b>Sensor Hits</b> ○○○○ |  | 3. Roll Again                     |  |
| 4. Roll Again                     |  | <b>Life Support</b> ○   |  | 4. Roll Again                     |  |
| 5. Roll Again                     |  |                         |  | 5. Roll Again                     |  |
| 6. Roll Again                     |  |                         |  | 6. Roll Again                     |  |
| <b>Left Leg</b>                   |  | <b>Right Leg</b>        |  |                                   |  |
| 1. Hip                            |  | 1. Hip                  |  |                                   |  |
| 2. Upper Leg Actuator             |  | 2. Upper Leg Actuator   |  |                                   |  |
| 3. Lower Leg Actuator             |  | 3. Lower Leg Actuator   |  |                                   |  |
| 4. Foot Actuator                  |  | 4. Foot Actuator        |  |                                   |  |
| 5. Jump Booster                   |  | 5. Jump Booster         |  |                                   |  |
| 6. Jump Booster                   |  | 6. Jump Booster         |  |                                   |  |



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* |
| 14* |
| 13* |
| 12  |
| 11  |
| 10* |
| 9   |
| 8*  |
| 7   |
| 6   |
| 5*  |
| 4   |
| 3   |
| 2   |
| 1   |
| 0   |