

BATTLETECH™

FOUR-LEGGED INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Harvester Ant KIC-3M AgroMech (MG)
Movement Points: 3
Walking: 3
Running: 5
Jumping: 0
Engine Type: 60 ICE

Tonnage: 20
Tech Base: Inner Sphere
Rules Level: Standard
Role: Ambusher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	LT	—	2 [DB, AI]	—	1	2	3
2	Machine Gun	RT	—	2 [DB, AI]	—	1	2	3
1	SRM 2	CT	2	2/Msl [M, C, S]	—	3	6	9

Ammo: (Machine Gun) 200, (SRM 2) 50

BV: 127



WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

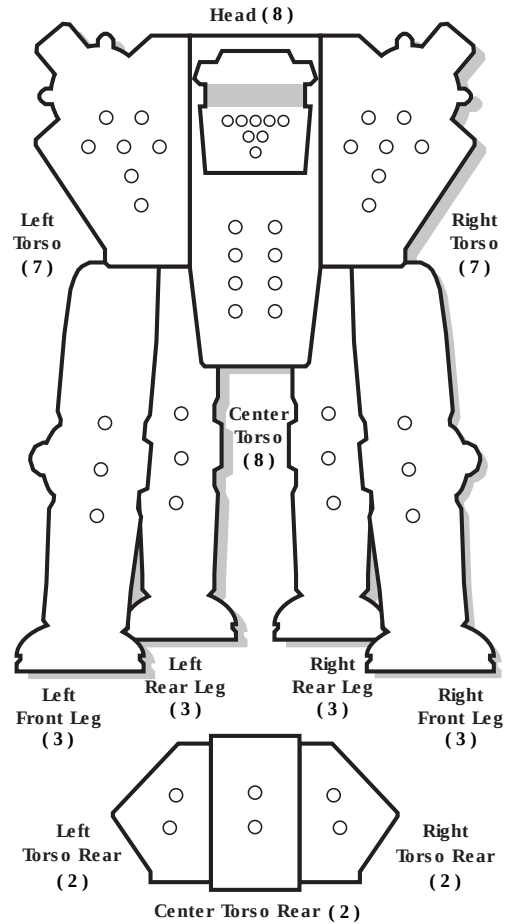
Hits Taken

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

Consciousness #

ARMOR DIAGRAM

Commercial, BAR: 5



CRITICAL TABLE

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Front Right Leg

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

Center Torso

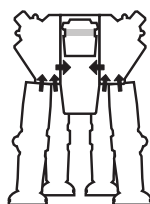
- I.C.E. Engine
- I.C.E. Engine
- I.C.E. Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- I.C.E. Engine
- I.C.E. Engine
- I.C.E. Engine
- SRM 2
- Ammo (SRM 2) 50

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



Damage Transfer Diagram

Right Torso

- Machine Gun
- Machine Gun
- Ammo (Machine Gun) 100
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

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

Rear Right Leg

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

Front Left Leg

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

1-3

4-6

Left Torso

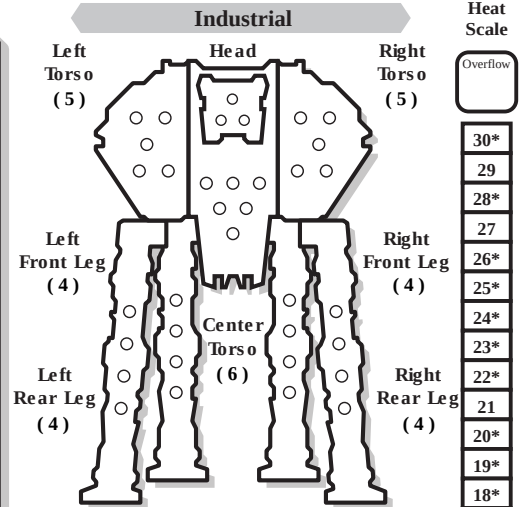
- Machine Gun
- Machine Gun
- Ammo (Machine Gun) 100
- Roll Again
- Roll Again
- Roll Again

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

Rear Left Leg

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

INTERNAL STRUCTURE DIAGRAM



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: 2

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