

BATTLETECH™

INDUSTRIALMECH RECORD SHEET

'MECH DATA

Type: Carbine CON-7M ConstructionMech MOD
Movement Points: **Tonnage:** 30
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 0 **Role:** Ambusher
Engine Type: 120 ICE

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Rocket Launcher 15	LT	4	1/Msl [M,C]	—	4	9	15
2	Rocket Launcher 15	RT	4	1/Msl [M,C]	—	4	9	15
1	Rocket Launcher 15	CT	4	1/Msl [M,C]	—	4	9	15

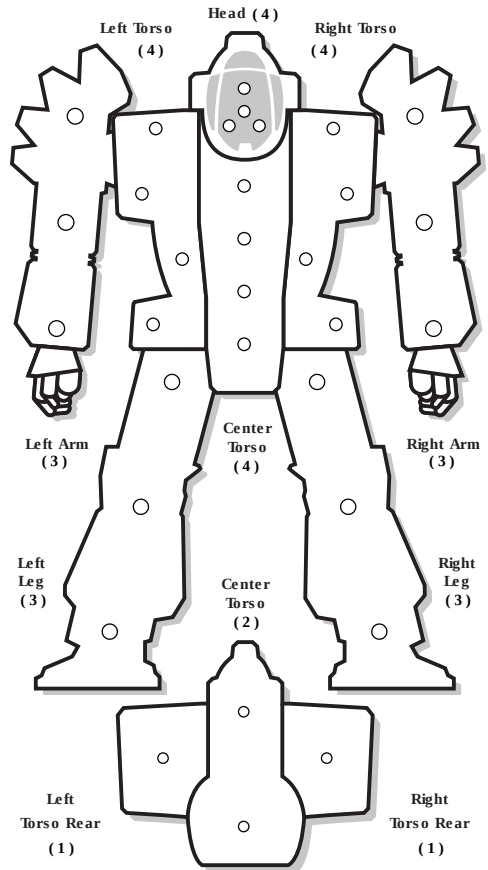
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

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

ARMOR DIAGRAM

Industrial



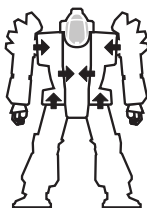
BV: 306



CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Industrial Cockpit		3. Lower Arm Actuator
	4. Roll Again		4. Roll Again		4. Roll Again
	5. Roll Again		5. Sensors		5. Roll Again
	6. Roll Again		6. Life Support		6. Roll Again
Center Torso		Left Torso		Right Torso	
4-6	1. Roll Again	1-3	1. Rocket Launcher 15	1-3	1. Roll Again
	2. Roll Again		2. Rocket Launcher 15		2. Roll Again
	3. Roll Again		3. Rocket Launcher 15		3. Roll Again
	4. Roll Again		4. Rocket Launcher 15		4. Roll Again
	5. Roll Again		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	1. Gyro	4-6	1. Hip
	2. Upper Leg Actuator		2. I.C.E. Engine		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. I.C.E. Engine		3. Lower Leg Actuator
	4. Foot Actuator		4. Gyro		4. Foot Actuator
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Life Support		6. Roll Again

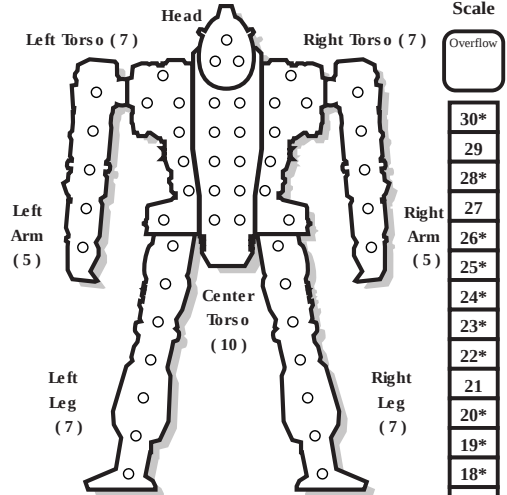
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Industrial



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: 0

Heat Scale

Heat Scale
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