

# BATTLETECH™

## INDUSTRIALMECH RECORD SHEET

### MECH DATA

Type: Inquisitor II ITW-200

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 200 Fusion

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Sniper

### WARRIOR DATA

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

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

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

### Weapons & Equipment Inventory

(hexes)

| Qty | Type                  | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|-----------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | TSEMP Cannon          | LA  | 10 | 0 [DE,X]      | —   | 5   | 10  | 15  |
| 1   | Light AC/5            | RA  | 1  | 5 [DB,S]      | —   | 5   | 10  | 15  |
| 1   | Active Probe (Beagle) | LT  | —  | [E]           | —   | —   | —   | 4   |
| 1   | SRM 4                 | RT  | 3  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |
| 1   | Searchlight           | CT  | —  | [E]           | —   | —   | —   | —   |

Ammo: (LAC/5) 40, (SRM 4) 25

BV: 1,186



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- TSEMP Cannon
- TSEMP Cannon

1-3

- TSEMP Cannon
- TSEMP Cannon
- TSEMP Cannon
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Heat Sink
- Active Probe (Beagle)
- Active Probe (Beagle)
- 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)
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Searchlight
- Roll Again

4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Light AC/5
- Light AC/5

1-3

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

4-6

#### Right Torso (CASE II)

- Heat Sink
- SRM 4
- Ammo (SRM 4) 25
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- CASE II

1-3

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

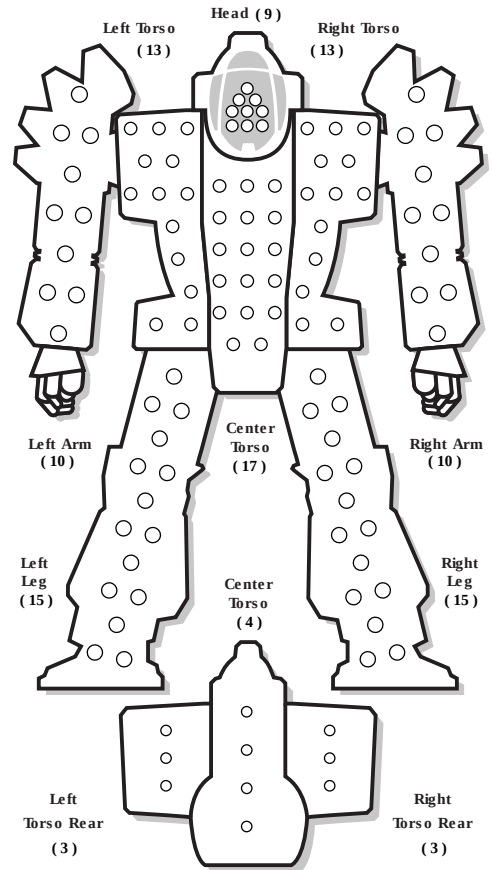
4-6

#### Right Leg

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

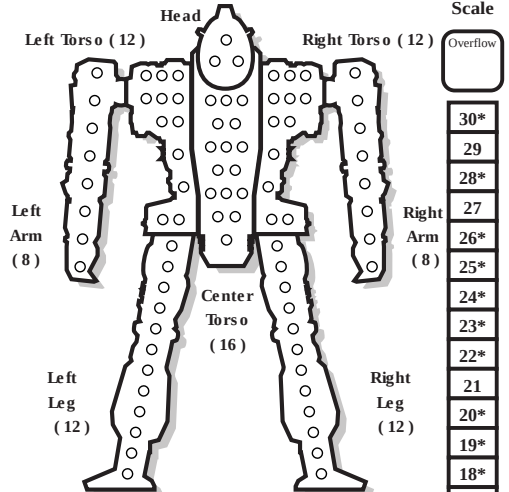
### ARMOR DIAGRAM

#### 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   |

### 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     | ○           |