

BATTLETECH™

FOUR-LEGGED INDUSTRIALMECH RECORD SHEET

MECH DATA

Type: Kiso Command Mech K-3N-KRHQ

Movement Points: 2 Tonnage: 100
Walking: 2 Tech Base: Inner Sphere
Running: 3 Rules Level: Experimental
Jumping: 0 Role: Juggernaut
Engine Type: 200 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Searchlight	RLL	—	[E]	—	—	—	—
2	Searchlight	RRL	—	[E]	—	—	—	—
2	Searchlight	FLL	—	[E]	—	—	—	—
2	Searchlight	FRL	—	[E]	—	—	—	—
2	Machine Gun	LT	—	2 [DB, AI]	—	1	2	3
1	Machine Gun (R)	LT	—	2 [DB, AI]	—	1	2	3
1	CommsGear:3t	LT	—	[E]	—	—	—	—
1	Lift Hoist/Arresting Hoist	LT	—	[E]	—	—	—	—
1	Collapsible Command Module	RT	—	[E]	—	—	—	—
2	Cargo Container (10 tons)	CT	—	[E]	—	—	—	—

Ammo: (Machine Gun) 100

BV: 940



WARRIOR DATA

Pilot: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Commander: _____

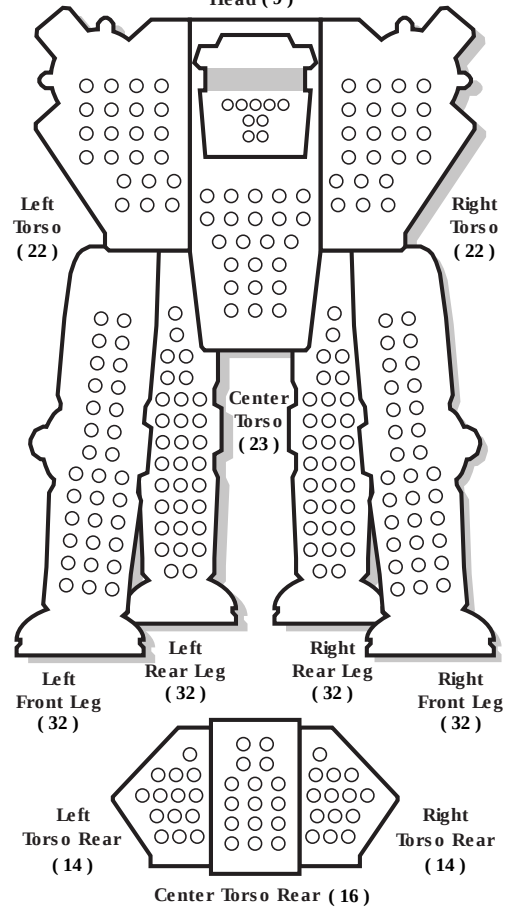
Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Heavy Industrial

Head (9)



CRITICAL TABLE

Head

1. Life Support
2. Sensors
3. Cockpit
4. Command Console
5. Sensors
6. Life Support

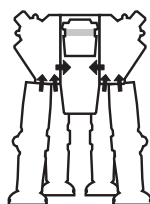
Front Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Searchlight
6. Searchlight

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro
2. Gyro
3. Fusion Engine
- 4-6 4. Fusion Engine
5. Cargo Container (10 tons)
6. Cargo Container (10 tons)

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



Damage Transfer Diagram

Left Torso

1. Heat Sink
2. Heat Sink
- 1-3 3. Machine Gun
4. Machine Gun
5. Machine Gun (R)
6. Ammo (Machine Gun) 100
1. CommsGear
2. CommsGear
3. CommsGear
- 4-6 4. Lift Hoist/Arresting Hoist
5. Lift Hoist/Arresting Hoist
6. Lift Hoist/Arresting Hoist

Rear Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Searchlight
6. Searchlight

Right Torso

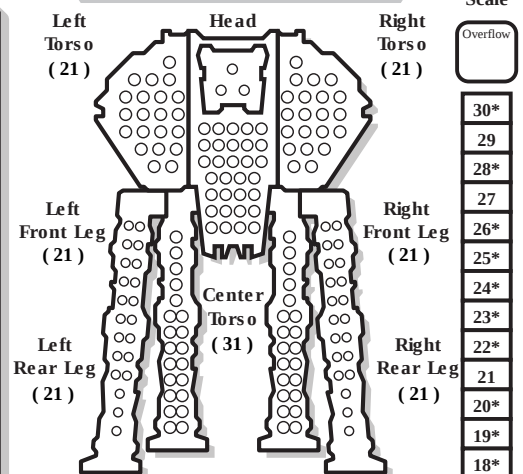
1. Collapsible Command Module
2. Collapsible Command Module
3. Collapsible Command Module
- 1-3 4. Collapsible Command Module
5. Collapsible Command Module
6. Collapsible Command Module
1. Collapsible Command Module
2. Collapsible Command Module
3. Collapsible Command Module
- 4-6 4. Collapsible Command Module
5. Collapsible Command Module
6. Collapsible Command Module

Rear Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Searchlight
6. Searchlight

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