

BATTLETECH™

SUPERHEAVY INDUSTRIALMECH RECORD SHEET

'MECH DATA

Type: Three-Man Digging Machine MiningMech

Movement Points:

Tonnage: 110

Walking: 2

Tech Base: Inner Sphere

Running: 3

Rules Level: Advanced

Jumping: 0

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mining Drill	CT	—	4	—	—	—	—
1	Backhoe	RA	—	6	—	—	—	—
1	Rock Cutter	LA	—	5	—	—	—	—
1	Environmental Sealing	HD	—	[E]	—	—	—	—

WARRIOR DATA

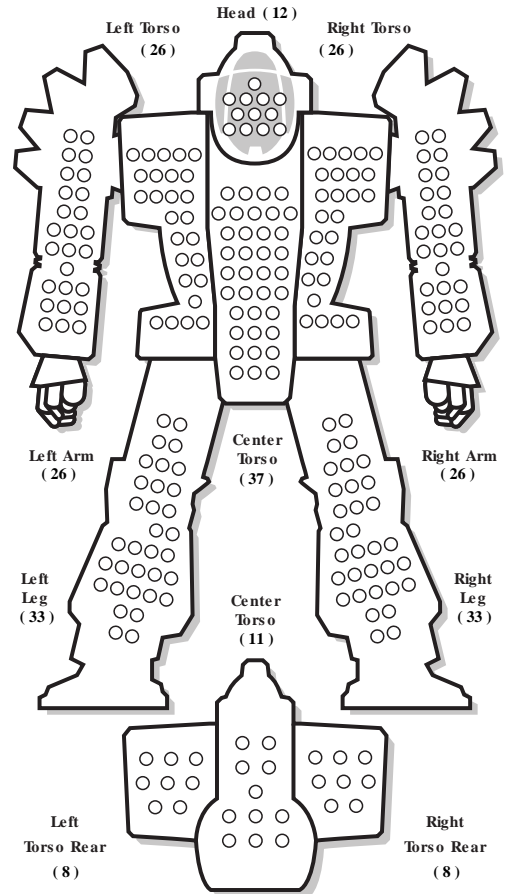
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 973

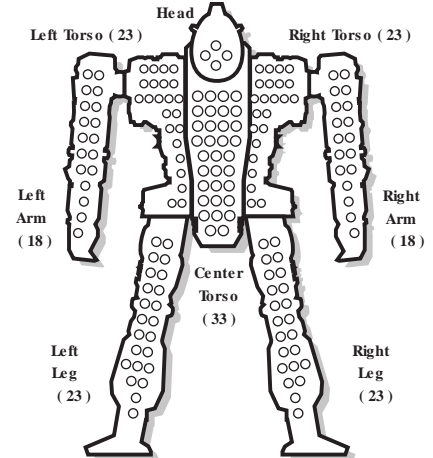
CRITICAL TABLE

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. Superheavy Industrial Cockpit		3. Lower Arm Actuator
	4. Rock Cutter		4. Environmental Sealing		4. Backhoe
	5. Rock Cutter		5. Sensors		5. Backhoe
	6. Rock Cutter		6. Life Support		6. Backhoe
Left Torso		Center Torso		Right Torso	
1-3	1. Environmental Sealing	4-6	1. Fusion Engine	4-6	1. Environmental Sealing
	2. Roll Again		2. Fusion Engine		2. Roll Again
	3. Roll Again		3. Fusion Engine		3. Roll Again
	4. Roll Again		4. Superheavy Gyro		4. Roll Again
	5. Roll Again		5. Superheavy Gyro		5. Roll Again
	6. Roll Again		6. Mining Drill		6. Roll Again
1-3	1. Roll Again	4-6	1. Mining Drill	1-3	1. Environmental Sealing
	2. Roll Again		2. Environmental Sealing		2. Roll Again
	3. Roll Again		3. Heat Sink		3. Roll Again
	4. Roll Again		4. Heat Sink		4. Roll Again
	5. Roll Again		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	Gyro Hits ○○○	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits ○○○	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support ○	
	4. Foot Actuator		4. Foot Actuator		
	5. Environmental Sealing		5. Environmental Sealing		
	6. Roll Again		6. Roll Again		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



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
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: 10

