

# BATTLETECH

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

Type: Goliath GOL-1H

Movement Points: **Tonnage:** 80  
 Walking: 4 **Tech Base:** Inner Sphere (Intro)  
 Running: 6 **Era:** Star League

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21
1	Machine Gun	RT	0	2 [DB,AI]	-	1	2	3
1	PPC	RT	10	10 [DE]	3	6	12	18
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	Machine Gun	LT	0	2 [DB,AI]	-	1	2	3

BV: 1,449

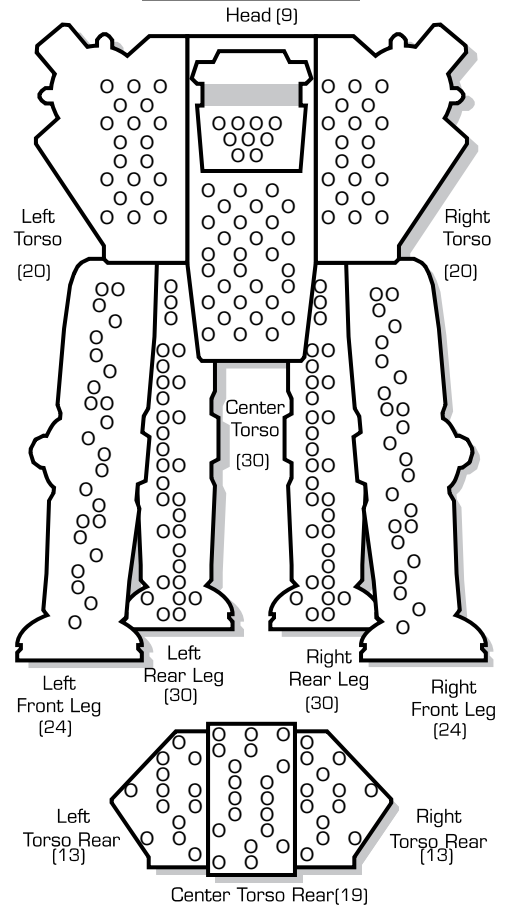
### WARRIOR DATA

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

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

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

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Left Front Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Heat Sink
- Roll Again

#### Right Front Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Heat Sink
- Roll Again

#### Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12

4-6

#### Right Torso

- PPC
- PPC
- PPC
- LRM 10
- LRM 10
- Machine Gun

1-3

4-6

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

#### Left Torso

- LRM 10
- LRM 10
- Machine Gun
- Ammo (Machine Gun) 200
- Roll Again
- Roll Again

1-3

4-6

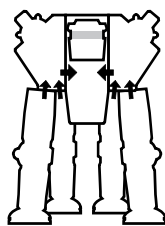
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Rear Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Heat Sink
- Roll Again

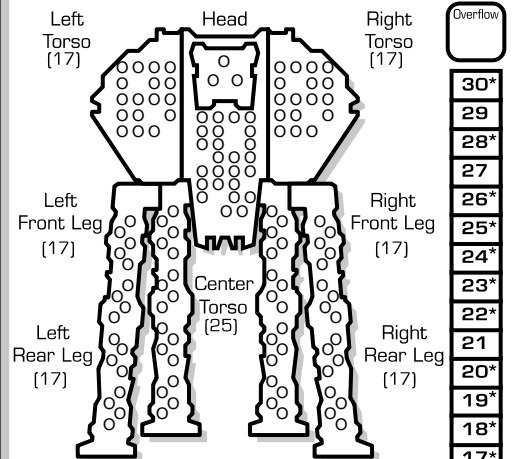
#### Right Rear Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Heat Sink
- 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	17 (17) Single
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	