

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

MECH DATA

Type: Goliath GOL-3S

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 320 Light

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

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	ER Medium Laser	FLL	5	5 [DE]	—	4	8	12
1	ER Medium Laser	FRL	5	5 [DE]	—	4	8	12
1	LB 20-X AC	CT/LT	6	20	—	4	8	12
				[DB,C/F/S]				
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19
1	LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

Ammo: (LB 20-X) 10, (LB 20-X Cluster) 10, (LRM 10 Artemis) 24

BV: 1,772

CRITICAL TABLE

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (LB 20-X) 5
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

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

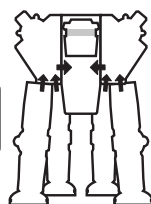
1-3

- Gyro
- Gyro
- Gyro

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- LB 20-X AC
- Roll Again

4-6

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



Damage Transfer Diagram

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- Roll Again

Right Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- ER Large Laser
- ER Large Laser
- LRM 10
- LRM 10

1-3

- Artemis IV FCS
- Ammo (LRM 10 Artemis) 12
- Ammo (LRM 10 Artemis) 12
- Ammo (LB 20-X) 5
- Ammo (LB 20-X Cluster) 5
- CASE

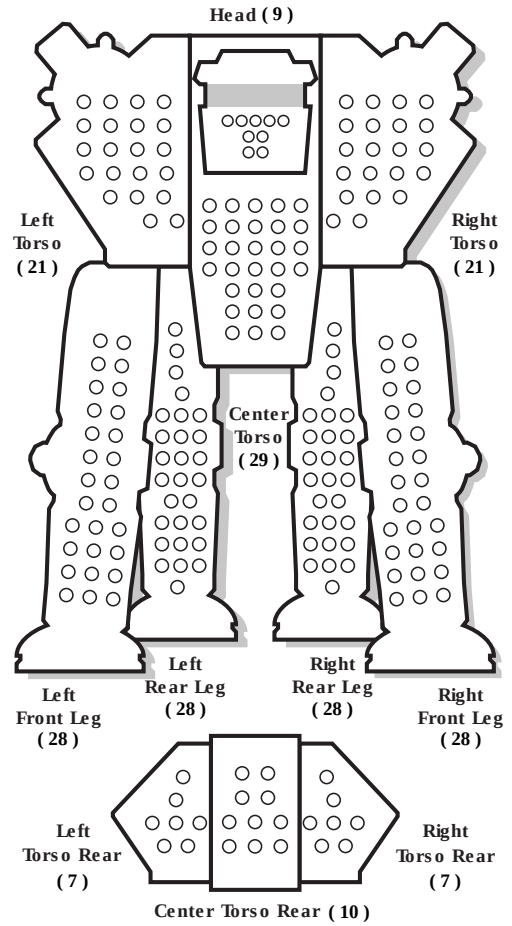
4-6

Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (LB 20-X Cluster) 5
- Roll Again

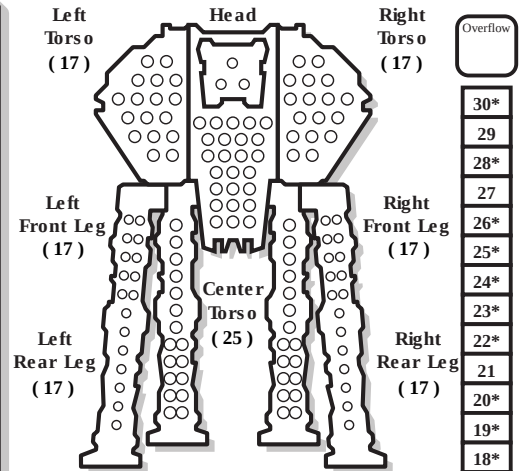
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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 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