

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

'MECH DATA

Type: Goliath GOL-6H

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 320 Light

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Standard

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	Anti-BattleArmor Pods (B-Pods)	RLL	—	1	—	0	—	—
				[DB,PB,AI,X,OS]				
1	Anti-BattleArmor Pods (B-Pods)	RRL	—	1	—	0	—	—
				[DB,PB,AI,X,OS]				
1	Anti-BattleArmor Pods (B-Pods)	FLL	—	1	—	0	—	—
				[DB,PB,AI,X,OS]				
1	Anti-BattleArmor Pods (B-Pods)	FRL	—	1	—	0	—	—
				[DB,PB,AI,X,OS]				
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
3	Light Machine Gun	LT	—	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array	LT	—	[T]	—	2	4	6
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
1	LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21
3	Light Machine Gun	RT	—	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array	RT	—	[T]	—	2	4	6

Ammo: (LRM 10) 24, (Light Machine Gun) 100

BV: 1,653



CRITICAL TABLE

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-BattleArmor Pods (B-Pods)
- Roll Again

Center Torso

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

1-3

4-6

Left Torso (CASE)

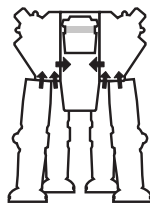
- Light Fusion Engine
- Light Fusion Engine
- LRM 10
- LRM 10
- Light Machine Gun
- Light Machine Gun

1-3

4-6

- Light Machine Gun
- Light Machine Gun Array
- Ammo (Light Machine Gun) 100
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- CASE

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



Damage Transfer Diagram

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-BattleArmor Pods (B-Pods)
- Roll Again

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-BattleArmor Pods (B-Pods)
- Roll Again

1-3

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

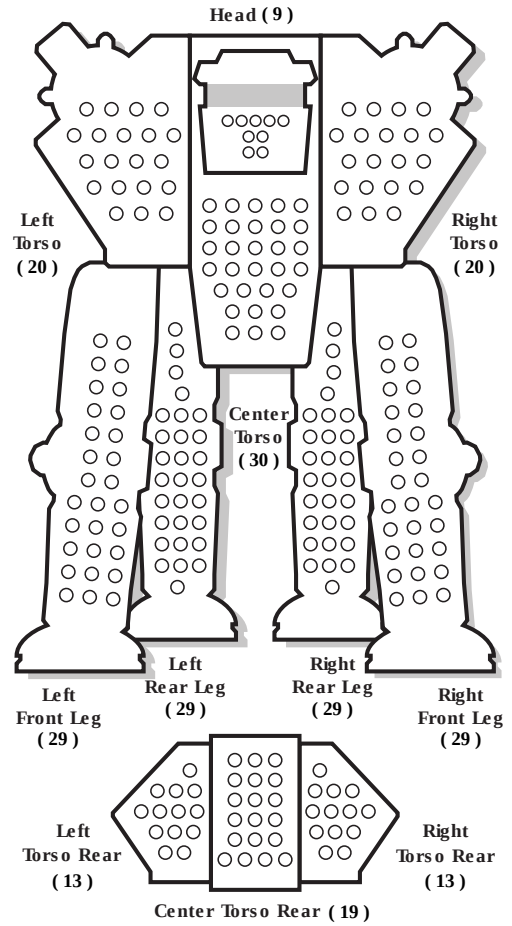
- LRM 10
- LRM 10
- Light Machine Gun
- Light Machine Gun
- Light Machine Gun
- Light Machine Gun Array

Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-BattleArmor Pods (B-Pods)
- Roll Again

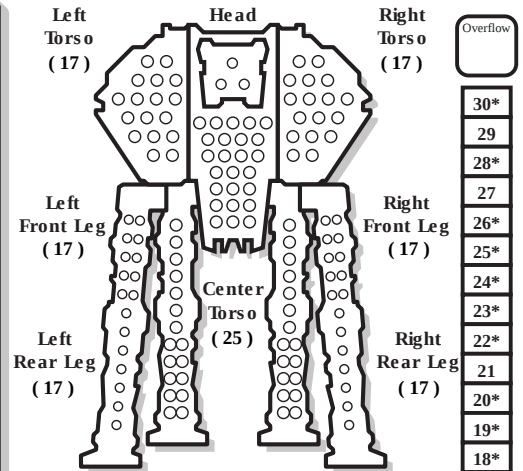
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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*
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20*
19*
18*
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16
15*
14*
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12
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4
3
2
1
0