BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

'MECH DATA

Type: Goliath C

Movement Points:
Walking: 3
Running: 5
Jumping: 0
Engine Type: 240 Fusion

Tonnage: 80
Tech Base: Mixed
Rules Level: Advanced
Role: Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-BattleArmor Pods (B-Pods)	RLL	—	1 [DB,PB,AI,X,OS]	—	0	—	—
1	Anti-BattleArmor Pods (B-Pods)	RRL	—	1 [DB,PB,AI,X,OS]	—	0	—	—
1	Anti-BattleArmor Pods (B-Pods)	FLL	—	1 [DB,PB,AI,X,OS]	—	0	—	—
1	Anti-BattleArmor Pods (B-Pods)	FRL	—	1 [DB,PB,AI,X,OS]	—	0	—	—
1	Gauss Rifle (C) (T)	LT	1	15 [DB,X]	2	7	15	22
1	ER Large Laser (C) (T)	LT	12	10 [DE]	—	8	15	25
1	Micro Pulse Laser (T)	LT	1	3 [P,AI]	—	1	2	3
1	Quad Turret	LT	—	[E]	—	—	—	—
1	ATM 9	RT	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	Targeting Computer (C)	CT	—	[E]	—	—	—	—
1	ER Medium Laser (C)	HD	5	7 [DE]	—	5	10	15

Ammo: (ATM 9) 14, (Gauss) 16

BV: 2,222

WARRIOR DATA

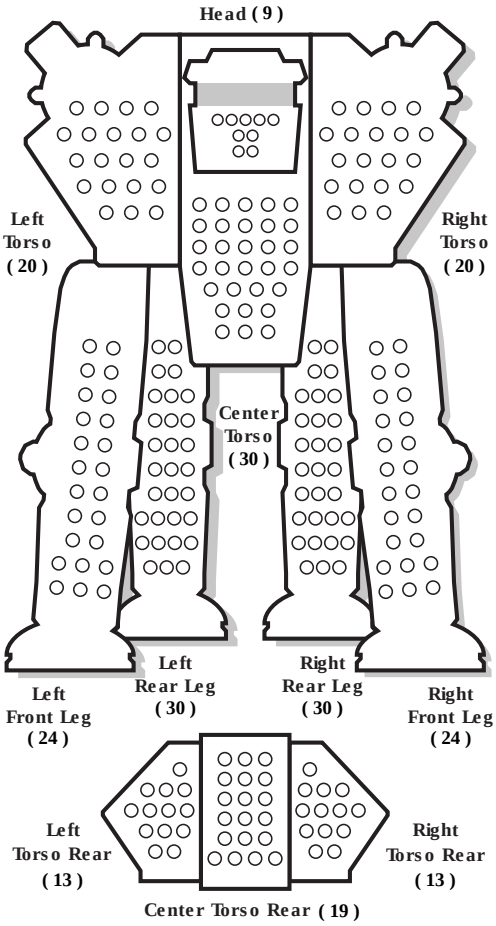
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser [Clan]
5. Sensors
6. Life Support

Front Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Anti-BattleArmor Pods (B-Pods)
6. Roll Again

Front Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Anti-BattleArmor Pods (B-Pods)
6. Roll Again

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Fusion Engine

4-6
1. Fusion Engine
2. Fusion Engine
3. Targeting Computer [Clan]
4. Targeting Computer [Clan]
5. Targeting Computer [Clan]
6. Targeting Computer [Clan]

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

Left Torso (CASE II)

1-3
1. Gauss Rifle [Clan] (T)
2. Gauss Rifle [Clan] (T)
3. Gauss Rifle [Clan] (T)
4. Gauss Rifle [Clan] (T)
5. Gauss Rifle [Clan] (T)
6. Gauss Rifle [Clan] (T)

4-6
1. ER Large Laser [Clan] (T)
2. Micro Pulse Laser [Clan] (T)
3. Ammo (Gauss) 8
4. Ammo (ATM 9) 7
5. Quad Turret
6. CASE II [Clan]

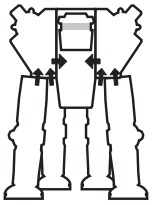
Right Torso (CASE II)

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ATM 9 [Clan]
2. ATM 9 [Clan]
3. ATM 9 [Clan]
4. ATM 9 [Clan]
5. Ammo (ATM 9) 7
6. CASE II [Clan]

Rear Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Anti-BattleArmor Pods (B-Pods)
6. Ammo (Gauss) 8

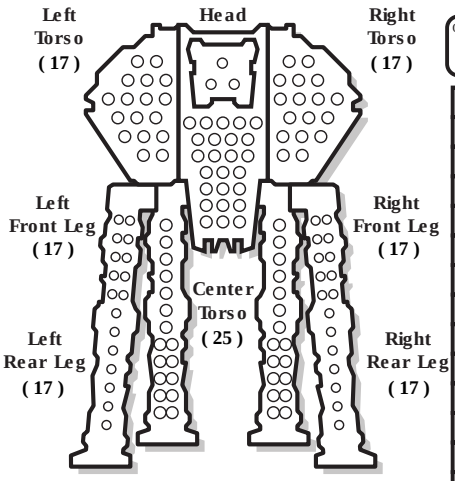
Rear Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Anti-BattleArmor Pods (B-Pods)
6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

Double Heat Sinks: 11 (22)

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	

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