

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

MECH DATA

Type: Goliath GOL-5W

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 320 Fusion

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

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
2	Plasma Rifle	RT	10	10 [DE,H]	—	5	10	15
3	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	ECM Suite (Guardian)	CT	—	[E]	—	—	—	6
1	C3i	HD	—	[E]	—	—	—	—

Ammo: (Plasma Rifle) 30

BV: 2,006



CRITICAL TABLE

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- C3i
- C3i

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - ECM Suite (Guardian)
 - ECM Suite (Guardian)
- 4-6

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

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Ammo (Plasma Rifle) 10
 - Ammo (Plasma Rifle) 10
 - Ammo (Plasma Rifle) 10
 - Stealth
 - Stealth
 - Roll Again
- 4-6

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Front Right Leg

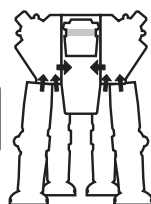
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Right Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Plasma Rifle
 - Plasma Rifle
 - Plasma Rifle
- 1-3
- Plasma Rifle
 - Medium Laser
 - Medium Laser
 - Medium Laser
 - Stealth
 - Stealth
- 4-6

Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

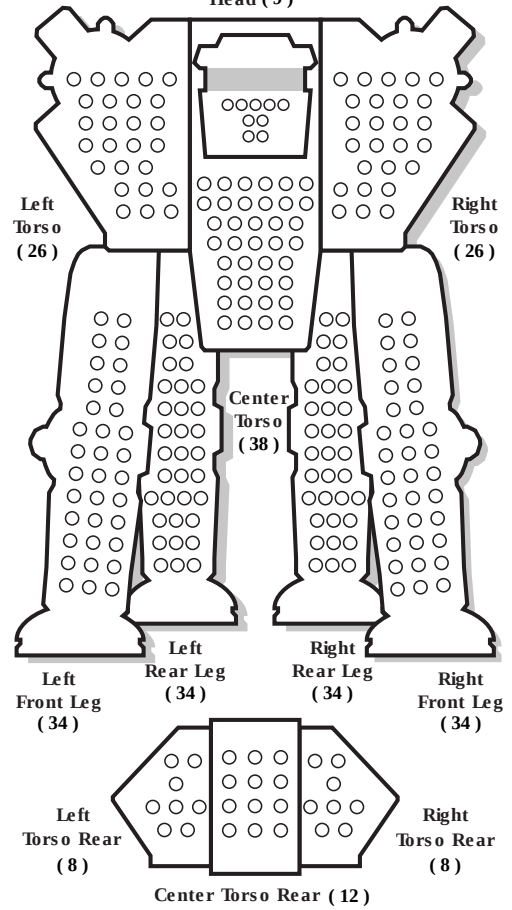


Damage Transfer Diagram

ARMOR DIAGRAM

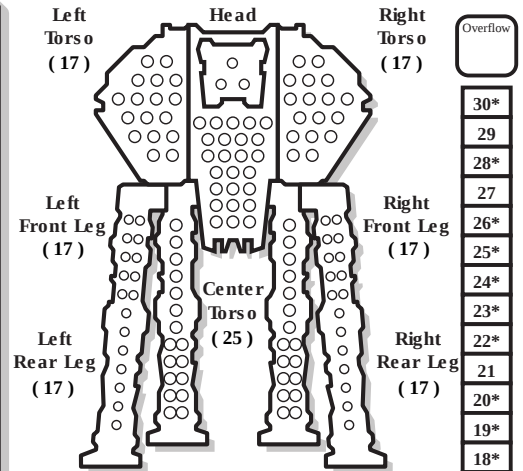
Stealth

Head (9)



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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
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9
8*
7
6
5*
4
3
2
1
0