

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

MECH DATA

Type: Goliath GOL-7C

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 320 Light

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

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	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Ultra AC/10	RT	4	10/Sht	—	6	12	18
				[DB,R/C]				
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12

Ammo: (Streak SRM 6) 30, (Ultra AC/10) 40

BV: 1,790



CRITICAL TABLE

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Roll Again

Left Torso (CASE II)

- Light Fusion Engine
- Light Fusion Engine
- Streak SRM 6
- Streak SRM 6
- ER Medium Laser
- Ammo (Streak SRM 6) 15

- Ammo (Streak SRM 6) 15
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- CASE II

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Light Ferro-Fibrous
- Sensors
- Life Support

Center Torso

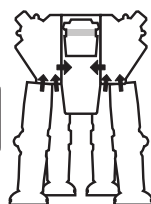
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- Roll Again

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



Damage Transfer Diagram

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Roll Again

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

4-6

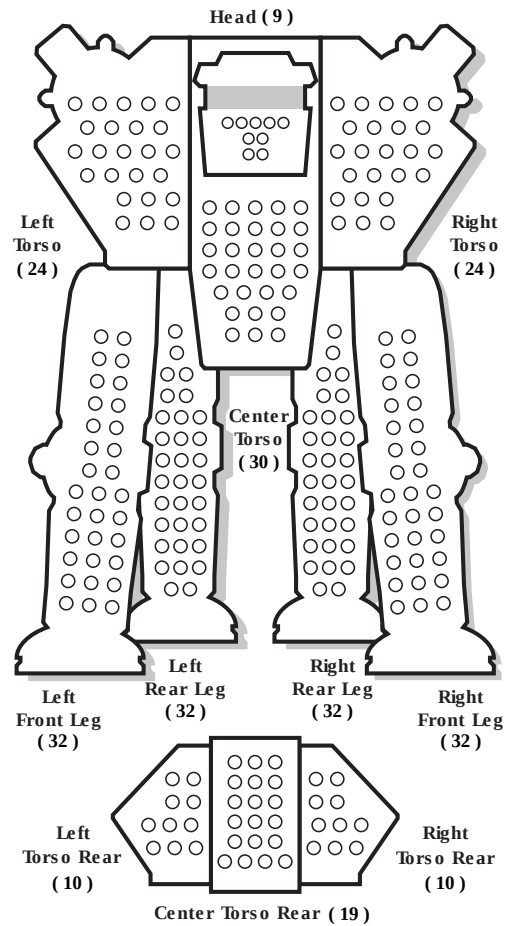
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Streak SRM 6
- Streak SRM 6
- Roll Again

Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

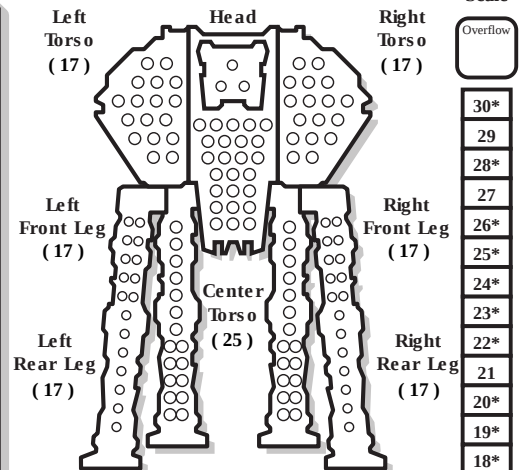
ARMOR DIAGRAM

Light Ferro-Fibrous



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*
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16
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4
3
2
1
0