

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

'MECH DATA

Type: Goliath GOL-7K

Movement Points:

Walking: 4

Running: 6 [8]

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	M-Pod	RLL	—	15 [DB,X,OS]	—	1	2	3
1	M-Pod	RRL	—	15 [DB,X,OS]	—	1	2	3
1	M-Pod	FLL	—	15 [DB,X,OS]	—	1	2	3
1	M-Pod	FRL	—	15 [DB,X,OS]	—	1	2	3
1	MRM 10	LT	4	1/Msl [M,C]	—	3	8	15
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
1	MRM 10	RT	4	1/Msl [M,C]	—	3	8	15
1	M-Pod	CT	—	15 [DB,X,OS]	—	1	2	3
1	Machine Gun	CT	—	2 [DB,AI]	—	1	2	3

Ammo: (MRM 10) 48, (Machine Gun) 100

BV: 1,805



CRITICAL TABLE

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- M-Pod
- Roll Again

Left Torso (CASE II)

- Light Fusion Engine
- Light Fusion Engine
- MRM 10
- MRM 10
- Apollo MRM FCS
- Machine Gun

1-3

4-6

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- M-Pod
- Roll Again

Head

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

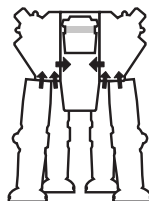
Center Torso

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

1-3

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
- M-Pod
- Roll Again

Right Torso

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

1-3

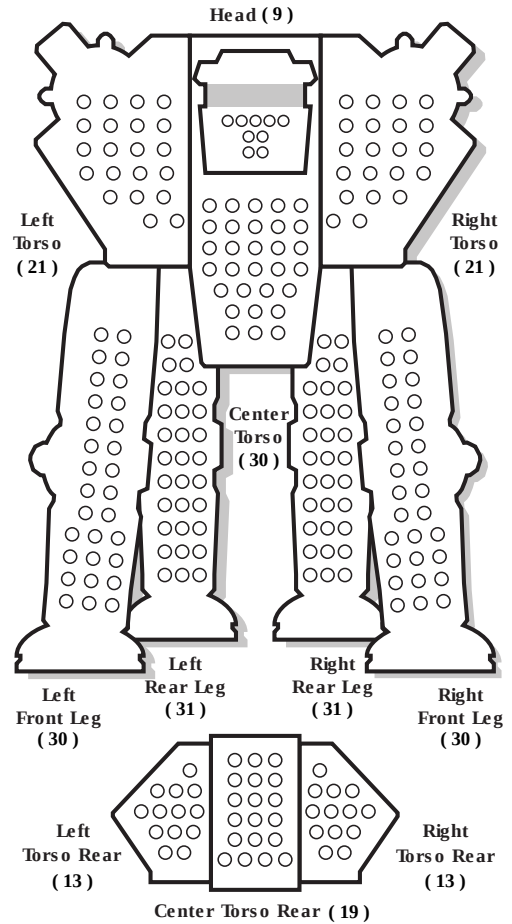
4-6

Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- M-Pod
- Roll Again

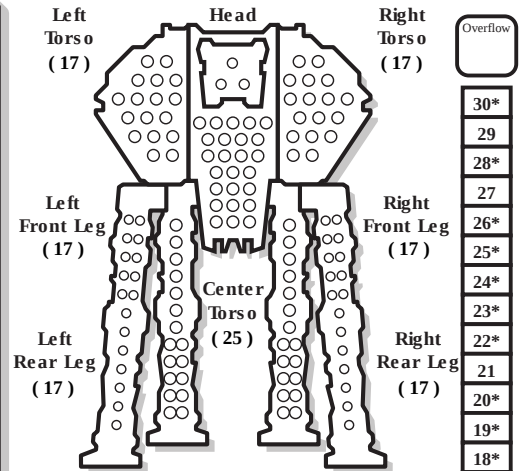
ARMOR DIAGRAM

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*
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