

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

'MECH DATA

Type: Goliath GOL-6M

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 240 Fusion

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Advanced

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	ER Medium Laser	RLL	5	5 [DE]	—	4	8	12
(R)								
1	Small VSP Laser	RRL	3	5/4/3 [P,V]	—	2	4	6
(R)								
1	Small VSP Laser	FLL	3	5/4/3 [P,V]	—	2	4	6
1	ER Medium Laser	FRL	5	5 [DE]	—	4	8	12
1	Gauss Rifle (T)	LT	1	15 [DB,X]	2	7	15	22
1	MML 7 (T)	LT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Quad Turret	LT	—	[E]	—	—	—	—
1	MML 7	RT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9

Ammo: (Gauss) 16, (MML 7/LRM) 34, (MML 7/SRM) 28

BV: 1,742



CRITICAL TABLE

Head

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

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Small VSP Laser
- Roll Again

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Compact Gyro
 - Compact Gyro
 - Fusion Engine
- Fusion Engine
 - Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Roll Again

1-3

4-6

Left Torso

- Gauss Rifle (T)
 - Gauss Rifle (T)
 - Gauss Rifle (T)
 - Gauss Rifle (T)
 - Gauss Rifle (T)
 - Gauss Rifle (T)
- Gauss Rifle (T)
 - MML 7 (T)
 - MML 7 (T)
 - MML 7 (T)
 - MML 7 (T)
 - Quad Turret

1-3

4-6

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser (R)
- Roll Again

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- ER Medium Laser
- Roll Again

Right Torso (CASE)

- MML 7
 - MML 7
 - MML 7
 - MML 7
 - Ammo (MML 7/LRM) 17
 - Ammo (MML 7/LRM) 17
- Ammo (MML 7/SRM) 14
 - Ammo (MML 7/SRM) 14
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - CASE
 - Roll Again

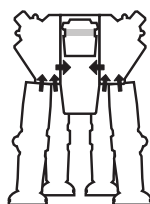
1-3

4-6

Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Small VSP Laser (R)
- Roll Again

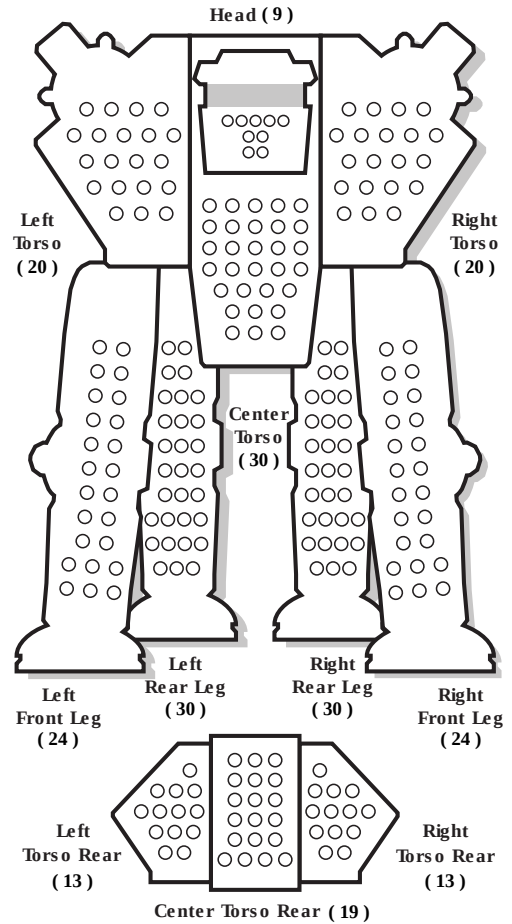
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

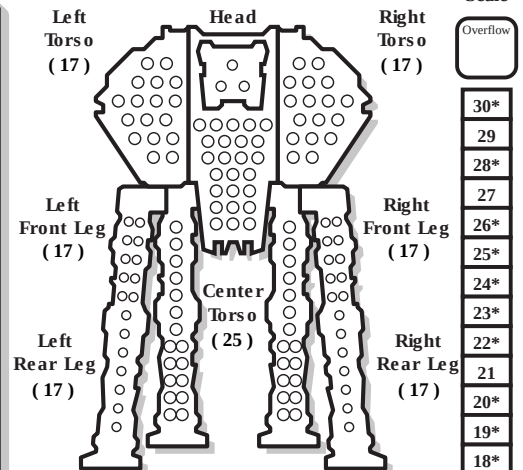
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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
10*
9
8*
7
6
5*
4
3
2
1
0