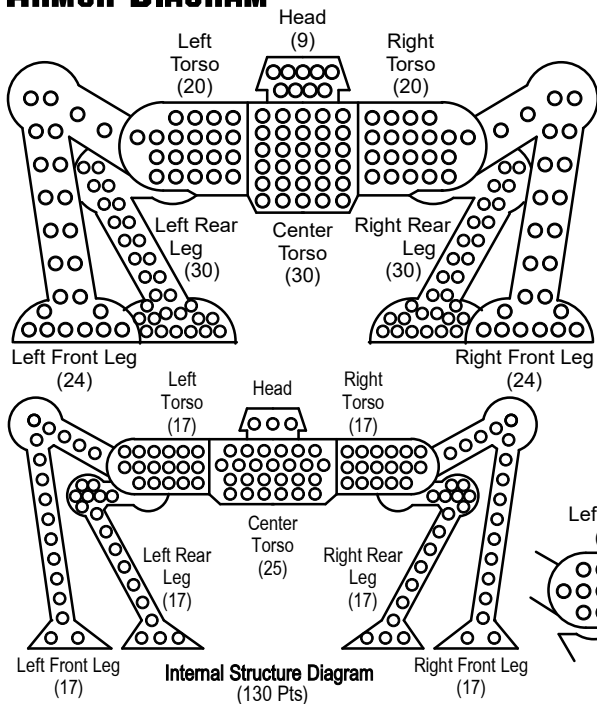


# BATTLETECH®

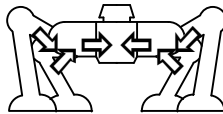
## QUAD BATTLEMECH RECORD SHEET

Status: VALIDATED

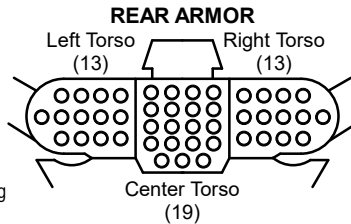
### ARMOR DIAGRAM



Total Armor  
Pts = 232



Damage  
Transfer  
Diagram



### 'MECH DATA

Type: Goliath GOL-1H

Mass: 80 tons

Movement Points: Tech, Config. & Level:

Walking: 4      Inner Sphere  
Running: 6      Quad 'Mech  
Jumping: 0      Level 1 / 3025

#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RT	10	10	3	6	12	18
1	LRM 10	RT	4	1/hit	6	7	14	21
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Machine Gun	RT	0	2	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3

Ammo Type:      Rounds:      BV2:

LRM 10	24	28
Machine Gun	200	1

Total Heat Sinks: 17 Single

○○○○○○○○○○○○ ○○○○○○

Auto Eject:      Weapon Heat:

Operational     Disabled      (18)

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### CRITICAL HIT TABLE

#### Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Single Heat Sink
- Sensors
- Life Support

#### Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

#### Left Torso

- LRM 10
- LRM 10
- Machine Gun
- Ammo (MG) 200
- Roll Again
- Roll Again

#### Center Torso

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

#### Right Torso

- PPC
- PPC
- PPC
- LRM 10
- LRM 10
- Machine Gun

#### Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

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

Battle Value: 1,449  
Weapon Value: 1,586 / 1,586  
Cost, C-Bills: 7,651,201

#### Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

### HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	