



MechForce Mech: Golem

MechForce Mech, der (Substantiv, Neutrum): Ein Design, das in der MechForce entwickelt und veröffentlicht wurde, um als neues Spielelement in den Angeboten des Vereines verwendet zu werden.

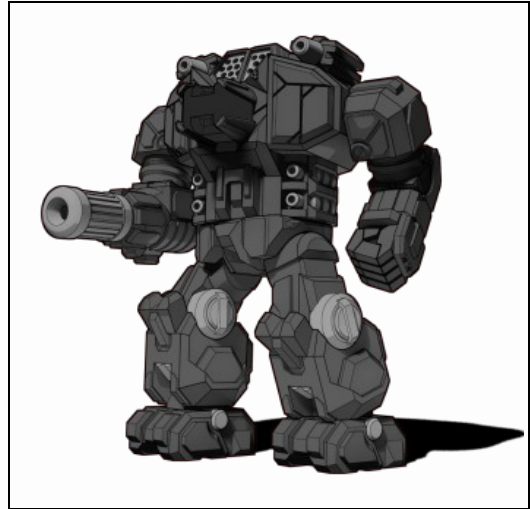
Am 16.12.2024 veröffentlichte Andreas Hoffmann auf der damaligen MechForce Homepage einen Beitrag für einen Konstruktionswettbewerb. Aus diesem zitiere ich hier:

"Vor einiger Zeit fragte ich über Hardwarestudios CrossElectricDesign (Matt Cross) an, ob ich den von ihm designten Golem Mech als Mini an MechForce Mitglieder aushändigen darf. Wie so oft überschlagen sich dann die verrückten Ideen.

So gibt es bereits Datenbögen für den Golem ABER ich wollte die Chance nutzen nach dem Erfolg des Boomslang nochmals einen MechForce Germany eigenen Mech zu kreieren und was gibt es Schöneres, als wenn das wieder von den Mitgliedern kommt!

Die Siegerdesigns werden dann den Chaptererstellungslisten der jeweiligen Zeitschienen mit einer geringeren Wahrscheinlichkeit, um die Exklusivität des Designs zu untermalen, hinzugefügt.

Weiterhin bekommen die Sieger der jeweiligen Zeitschienen eines der Designs als Sonderzuteilung für das kommende Jahr 2025 in EIN Chapter EINER Zeitschiene ihrer Wahl."



Ursprünglich sollte es drei Designs geben, davon eines mit 3025er, eines mit 3081er und eine dreier Omni-Variante mit 3151er Technologie.

In einer Abstimmung Anfang 2025 auf Discord wurden fünf Golems Design-Einsendungen vorgestellt und der Sieger in der Variante "GL-01Uf" von Matthias B. gekürt. Es wurde ein 3/5er 100to Monster mit einem BV von 1823, einer AK/20, zwei LRM 10er, zwei Medium- und vier Small-Laser, sowie 22x Wärmetauscher.

Das Design ist mit geringer Wahrscheinlichkeit, wie auch die anderen Golemvarianten, in den Würfelisten enthalten.



Herkunft

Bei dem grundlegenden Design "Golem" handelt es sich um ein 3D-Modell von Hardwarestudios, das über deren Homepage (www.hardwarestudios.co) als STL-Datei für unter 2 Euro erhältlich ist.

Das Modell ist laut Angaben auf der Homepage für 6mm (spezifisch ist BattleTech genannt) ausgelegt und hat dafür die Maße 49x43x30mm.

Record Sheets in der MechForce

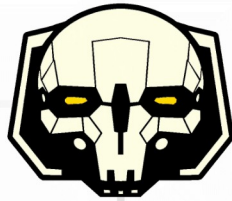
Folgende acht Record Sheets wurden ursprünglich veröffentlicht:

- 3025: Golem GL-01Uf
- 3067 IS: Golem GL-02
- 3067 Clan: Golem GL-C
- 3081: Golem GL-24TK
- 3132: Golem GL-34
- 3151: Golem GL-44 Prime, A und B

Ende 2025 kam noch die Variante:

- 3025: Golem GL-02 OD

hinzu.



Ich habe den Golem im Chapter, wie komme ich an ein Modell?

Wie oben geschrieben kann man sich die Druckvorlage auf www.hardwarestudios.co kaufen. Für diejenigen unter den Mitgliedern, welche keinen 3D-Drucker zur Verfügung haben bzw. jemanden, der das Modell für ihn kauft, wende sich bitte an Christoph Beltz (vorstand@mechforce.de) und kann bei ihm für einen kleinen Betrag und Versandkosten für den Eigenbedarf eine kleine Menge des Mechs bestellen.

Dieses Angebot richtet sich **exklusiv** nur an **MechForce Mitglieder** um bei Chapterfights den Mech darstellen zu können.

GL-02 OD – Zum Gedenken von Olaf Dittmar

Letztes Jahr verstarb das sehr aktive und bekannte ehemalige Mitglied Olaf Dittmar mit frühen 60 Jahren. Zu seinen Ehren gab es Ende 2025 nochmal "sein" Magdeburger Weihnachtsspiel zu der diese Variante des Golem erschien.

Das Design wurde von Lars H. entwickelt, der aus der Umgebung stammte und die Vorlieben von Olaf kannte. Daher wurden die von Olaf als Davion Fan geliebten Eigenheiten berücksichtigt und sind daher in den Record Sheet eingeflossen.

Alle Teilnehmer der Veranstaltung haben diese Variante für den Chapterpool erhalten.

Hier ein Zitat von einem der Beteiligten:

"Er war ein Spieler der oft auf Reichweite gesetzt hatte. Archer, Devastator - Ein Davion Spieler 1. Ranges. Er hatte viele Kontakte, Global. Scheiße das er mit 60 schon verstarb. Sein Humor fehlt an der Platte."



Noch kein vollständiger Technical Readout

Leider fehlt dem Golem noch eine Hintergrundgeschichte. Die Mitglieder sind mit der 50. Ausgabe der Terra Post aufgerufen worden, sich eine entsprechende Geschichte zu erarbeiten und dem Arbeitskreis Chapter mitzuteilen.

Dieses ist aktuell (01.10.2026) noch im Prozess und wird hier zu einem späteren Zeitpunkt veröffentlicht.

Zum Abschluss ein Hinweis:

Aktuell wird vom Arbeitskreis Chapter die folgenden Mechs als reguläre **MechForce Mechs** verstanden:

- Nightwatch NTW-1X von Henning Schramm (2002)
- Taurus TRS-1 von Michael Arnemann (2007)
- Boomslang BOG-1A von 2023 (noch in Klärung, wer nähere Informationen hat, bitte an AK Chapter wenden)
- Golem GL-01Uf von Matthias Böduel (2025)

Informationen zu den ersten Drei kann man aktuell auf mechforce.de runterladen.

Vom Vorstand ist perspektivisch geplant alle MechForce Mechs als 3D Drucke zur Verfügung zu haben. Aktuell gibt es nur den Golem. Die ersten beiden Mechs sind in den 2000er Jahren als Zinnfigur erschienen.

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Golem GL-01Uf

Movement Points: Tonnage: 100
Walking: 3 Tech Base: Inner Sphere
Running: 5 3039
Jumping: 0 D/X-E-D-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RT	7	20 [DB, S]	-	3	6	9
1	LRM-10	RT	4	1/m	6	7	14	21
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
2	Small Laser	RT	1	3 [DE]	-	1	2	3
1	LRM-10	LT	4	1/m	6	7	14	21
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
2	Small Laser	LT	1	3 [DE]	-	1	2	3
Ammunition Type		Rounds						
LRM-10		36						
AC/20		15						

Cost: 9,074,000 C-Bills
+120,000 (ammo)

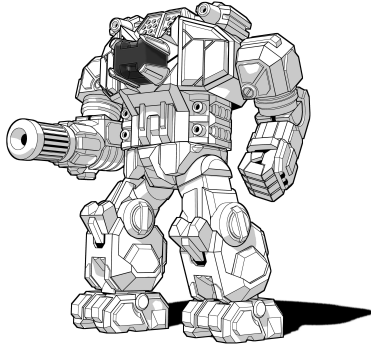
BV: 1,823
Weapon Heat (25,0)
Dissipation (22)

WARRIOR DATA

Name:

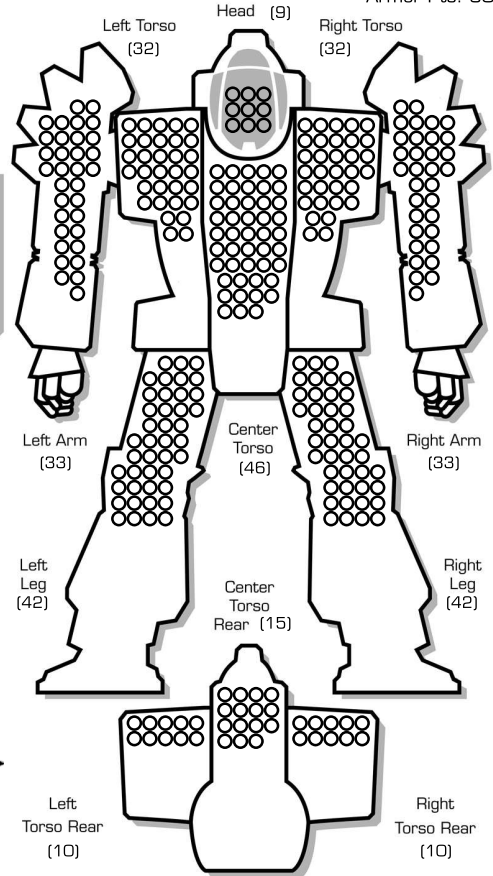
Gunnery Skill: 4 Piloting Skill: 5

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



ARMOR DIAGRAM

Armor Pts: 304



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- LRM-10
- LRM-10
- Medium Laser

- Small Laser
- Small Laser
- @LRM 10 (12)
- @LRM 10 (12)
- @LRM 10 (12)
- Roll Again

Left Leg

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

Head

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

Center Torso

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

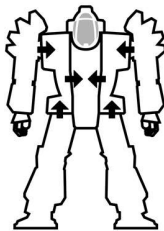
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Heat Sink

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon/20
- Autocannon/20
- Autocannon/20

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

Right Torso

- Autocannon/20
- Heat Sink
- Heat Sink
- LRM-10
- LRM-10
- Medium Laser

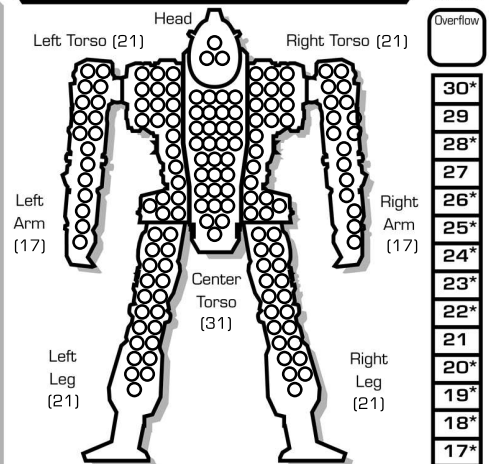
- Small Laser
- Small Laser
- @AC/20 (5)
- @AC/20 (5)
- @AC/20 (5)
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 22 Single
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	○ ○ ○ ○

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Golem GL-02 OD

Movement Points: Tonnage: 100
Walking: 3 Tech Base: Inner Sphere
Running: 5 3025
Jumping: 3 D/XE-D-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM-15	RT	5	1/m	6	7	14	21
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
2	Small Laser	RT	1	3 [DE]	-	1	2	3
1	LRM-15	LT	5	1/m	6	7	14	21
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
2	Small Laser	LT	1	3 [DE]	-	1	2	3
1	Autocannon/10	RA	3	10 [DB, S]	-	5	10	15
Ammunition Type		Rounds						
LRM-15		24						
AC/10		20						

Cost: 9,506,000 C-Bills
+102,000 (ammo)

BV: 2.006
Weapon Heat (23,0)
Dissipation (15)

WARRIOR DATA

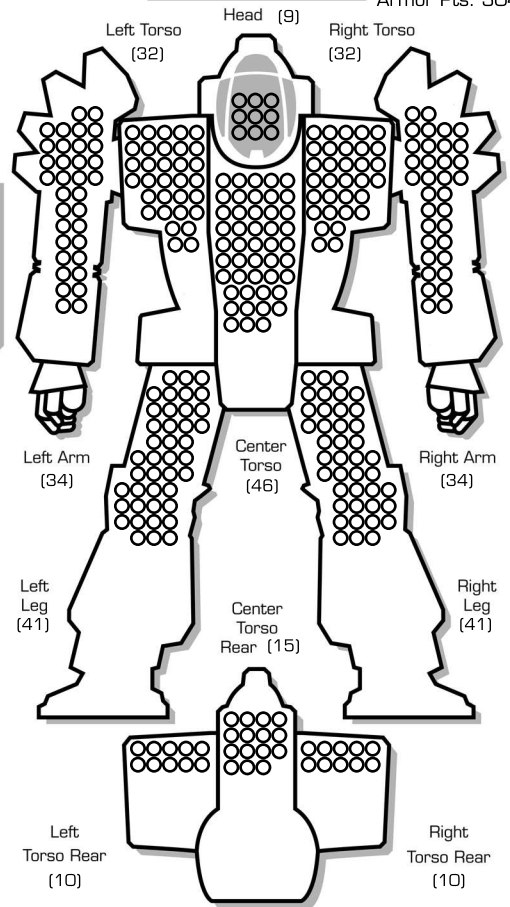
Name: Olaf Dittmar

Gunnery Skill: 4 Piloting Skill: 5

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

ARMOR DIAGRAM

Armor Pts: 304



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. LRM-15
2. LRM-15
3. LRM-15
4. Medium Laser
5. Small Laser
6. Small Laser

1. @LRM 15 (8)
2. Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head

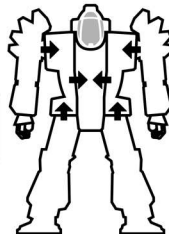
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. @LRM 15 (8)

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. @AC/10 (10)
6. @AC/10 (10)

Right Torso

1. LRM-15
2. LRM-15
3. LRM-15
4. Medium Laser
5. Small Laser
6. Small Laser

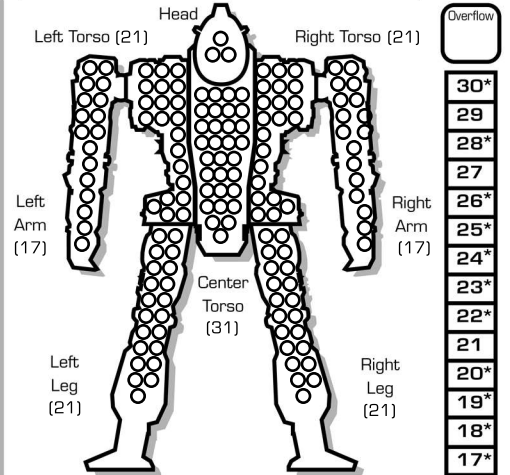
1. @LRM 15 (8)
2. Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 Single
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	○○○

'MECH RECORD SHEET

Type: Golem GL-02

Movement Points:	Tonnage: 90
Walking: 4	Tech Base: Inner Sphere
Running: 6	3067
Jumping: 0	E/X-X-E-D

Weapons & Equipment Inventory (hexes)

Gty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM-10	RT	4	1/m	6	7	14	21
2	ER Medium Laser	RT	5	5 [DE]	–	4	8	12
1	Medium Pulse Laser	RT	4	6 [P]	–	2	4	6
1	LRM-10	LT	4	1/m	6	7	14	21
2	ER Medium Laser	LT	5	5 [DE]	–	4	8	12
1	Medium Pulse Laser	LT	4	6 [P]	–	2	4	6
1	LB 10-X AC	RA	2	10 [DB, C/S/F]	–	6	12	18
Ammunition Type			Rounds					
LRM-10			24					
LB 10-X (Slug)			10					
LB 10-X (Cluster)			10					

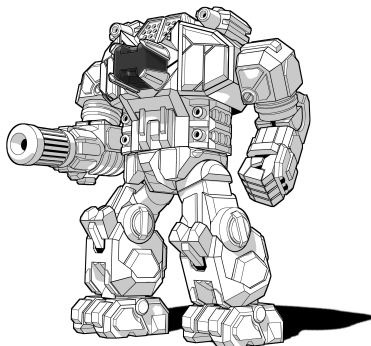
Cost: 22.610.380 C-Bills
+92.000 [ammo]

BV: 1.864
Weapon Heat (38,0)
Dissipation (34)

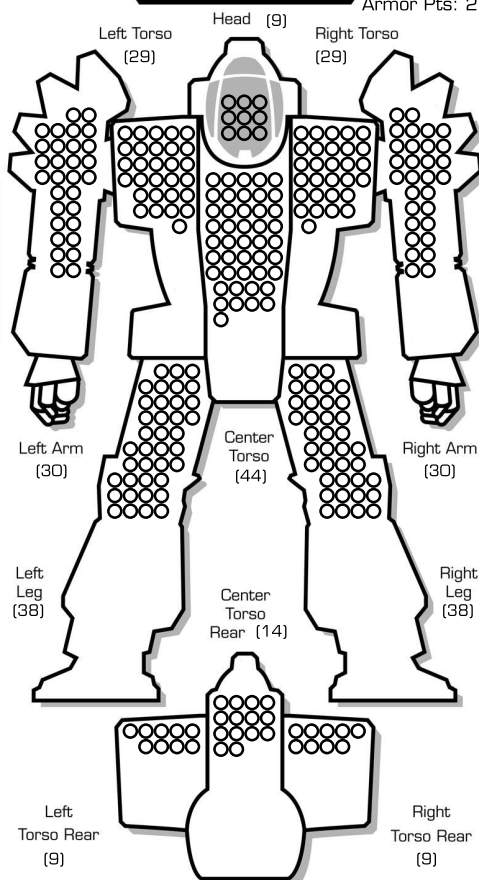
Name:

Gunnery Skill: 4 Piloting Skill: 5

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



Armor Pts: 279



Left Arm

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Double Heat Sink
 6. Double Heat Sink

- 4-6**
1. Double Heat Sink
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again

Left Torso

- 1-3**
1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. Double Heat Sink
 5. Double Heat Sink
 6. Double Heat Sink
- 4-6**
1. LRM-10
 2. LRM-10
 3. @LRM 10 [12]
 4. Medium Pulse Laser
 5. ER Medium Laser
 6. ER Medium Laser

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

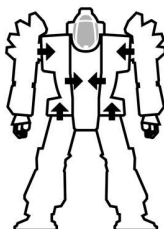
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

- 1-3**
1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. Gyro
 5. Gyro
 6. Gyro

- 4-6**
1. Gyro
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. XL Fusion Engine
 5. Roll Again
 6. Roll Again

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

- 4-6**
1. LB 10-X AC
 2. LB 10-X AC
 3. LB 10-X AC
 4. @LB 10 X Slug (10)
 5. @LB 10 X Cluster (10)
 6. Roll Again

Right Torso

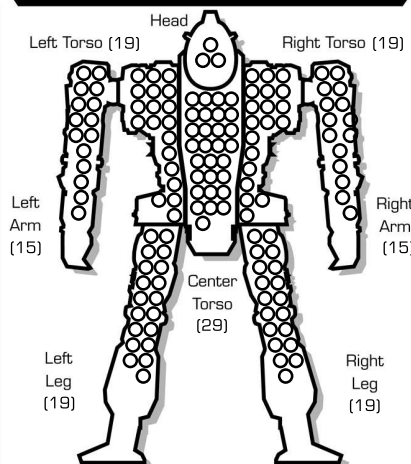
- 1-3**
1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. Double Heat Sink
 5. Double Heat Sink
 6. Double Heat Sink
- 4-6**
1. LRM-10
 2. LRM-10
 3. @LRM 10 [12]
 4. Medium Pulse Laser
 5. ER Medium Laser
 6. ER Medium Laser

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
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	○ ○

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

'MECH RECORD SHEET

Type: Golem GL-24TK

Movement Points:	Tonnage: 90
Walking: 4	Tech Base: Mixed
Running: 6	3085
Jumping: 0	X/X-X-X-X

Weapons & Equipment Inventory (hexes)

Gty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	HD	1	[PD]	–	–	–	–
1	Medium Pulse Laser	ORT	4	7 [P]	–	4	8	12
1	LRM-10 (IS)	RT	4	1/m	6	7	14	21
2	ER Small Laser (IS)	RT	2	3 [DE]	–	2	4	5
1	Medium Pulse Laser	QIT	4	7 [P]	–	4	8	12
1	LRM-10 (IS)	LT	4	1/m	6	7	14	21
2	ER Small Laser (IS)	LT	2	3 [DE]	–	2	4	5
1	ECM Suite	LT	0	[E]	–	–	–	6
1	Heavy PPC (IS)	RA	15	15 [DE]	3	6	12	18

Ammunition Type	Rounds
Anti-Missile System	12
IRB-10	24

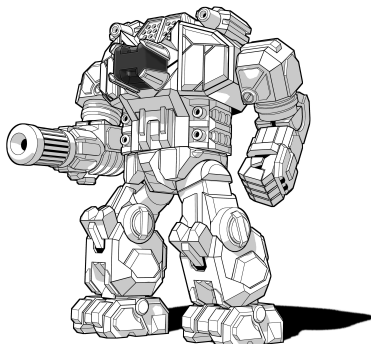
Cost: 18.459.260 C-Bills
+62.000 [ammo]

BV: 2.083
Weapon Heat (40,0)
Dissipation (34)

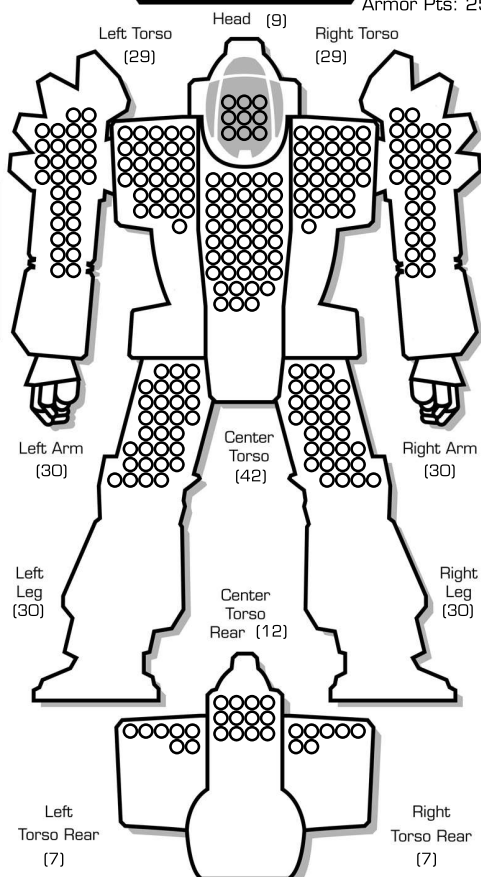
Name:

Gunnery Skill: 4 Piloting Skill: 5

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



Armor Pts: 255



CRITICAL HIT TABLE

Left Arm

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Roll Again
 6. Endo-Steel

- 4-6**
1. Endo-Steel
 2. Endo-Steel
 3. Endo-Steel
 4. Endo-Steel
 5. Endo-Steel
 6. Endo-Steel

Left Torso

- 1-3
- 1. Light Fusion Engine
 - 2. Light Fusion Engine
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. LRM-10 (IS)
- 4-6
- 1. LRM-10 (IS)
 - 2. Medium Pulse Laser (C)
 - 3. ER Small Laser (IS)
 - 4. ER Small Laser (IS)
 - 5. ECM Suite
 - 6. Endo-Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. @LRM 10 (12)
6. Endo-Steel

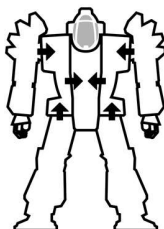
Head

1. Life Support
2. Sensors
3. Cockpit
4. Anti-Missile System
5. Sensors
6. Life Support

Center Torso

- 1-3
1. Light Fusion Engine
 2. Light Fusion Engine
 3. Light Fusion Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 4-6
1. Gyro
 2. Light Fusion Engine
 3. Light Fusion Engine
 4. Light Fusion Engine
 5. @Anti Missile System (12)
 6. Endo-Steel

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



Damage Transfer Diagram

Right Arm

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Double Heat Sink
 6. Double Heat Sink

- 4-6
1. Double Heat Sink
 2. Heavy PPC (IS)
 3. Heavy PPC (IS)
 4. Heavy PPC (IS)
 5. Heavy PPC (IS)
 6. Endo-Steel

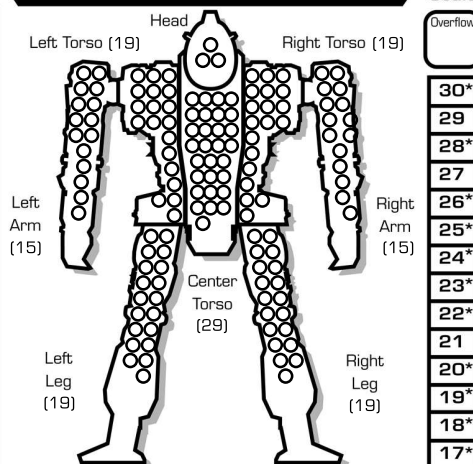
Right Torso

1. Light Fusion Engine
2. Light Fusion Engine
1-3 [Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. LRM-10 (IS)
1. LRM-10 (IS)
2. Medium Pulse Laser (C)
4-6 [ER Small Laser (IS)
3. ER Small Laser (IS)
4. ER Small Laser (IS)
5. Endo-Steel
6. Endo-Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. @LRM 10 (12)
6. Endo-Steel

INTERNAL STRUCTURE DIAGRAM

Heat
Scale

HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
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	○ ○

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Golem GL-34

Movement Points: Tonnage: 90
Walking: 4 Tech Base: Mixed
Running: 6 3132
Jumping: 0 X/X-X-X-X

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser (Q/T)	4	7 [P]	-	4	8	12	
1	LRM-10 (C)	RT	4	1/m	-	7	14	21
2	ER Medium Laser (IS)	RT	5	5 [DE]	-	4	8	12
1	Medium Pulse Laser (Q/T)	4	7 [P]	-	4	8	12	
1	LRM-10 (C)	LT	4	1/m	-	7	14	21
2	ER Medium Laser (IS)	LT	5	5 [DE]	-	4	8	12
1	ER PPC (C)	RA	15	15 [DE]	-	7	14	23

Ammunition Type Rounds
LRM-10 24

Cost: 18,439,880 C-Bills
+60,000 (ammo)

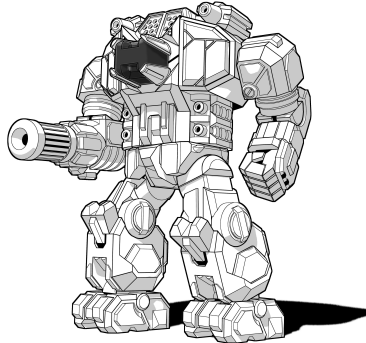
BV: 2,336
Weapon Heat (51,0)
Dissipation (44)

WARRIOR DATA

Name:

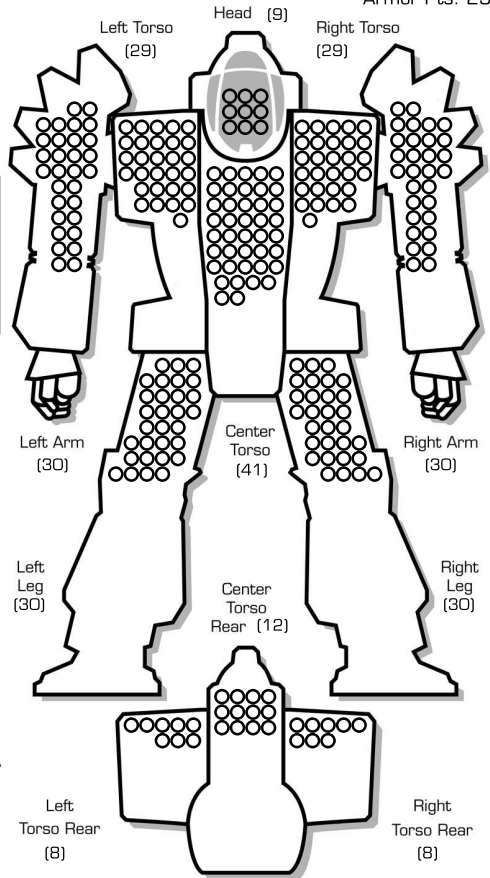
Gunnery Skill: 4 Piloting Skill: 5

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



ARMOR DIAGRAM

Armor Pts: 256



CRITICAL HIT TABLE

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Roll Again
 - Roll Again

Left Torso

- 1-3
- Light Fusion Engine
 - Light Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Double Heat Sink
 - Double Heat Sink
 - LRM-10 (C)
 - Medium Pulse Laser (C)
 - ER Medium Laser (IS)
 - ER Medium Laser (IS)

Left Leg

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

Head

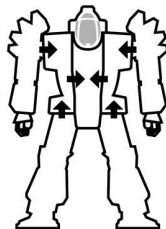
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso (CASE)

- 1-3
- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- 4-6
- Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - @LRM 10 (12)
 - @LRM 10 (12)

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER PPC (C)
 - ER PPC (C)
 - Roll Again

Right Torso

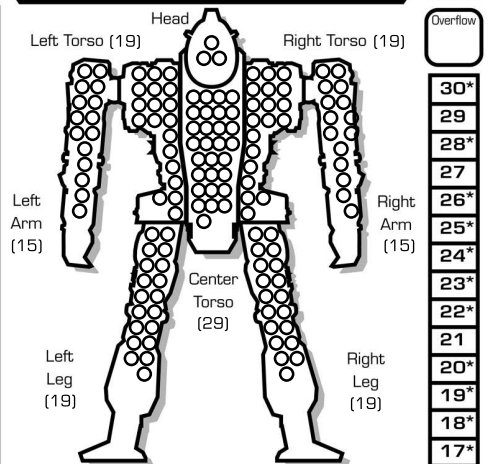
- 1-3
- Light Fusion Engine
 - Light Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Double Heat Sink
 - Double Heat Sink
 - LRM-10 (C)
 - Medium Pulse Laser (C)
 - ER Medium Laser (IS)
 - ER Medium Laser (IS)

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 22 (44) Double
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	○ ○ ○ ○

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Golem GL-44 Prime

Movement Points: Tonnage: 85
Walking: 3 Tech Base: Inner Sphere
Running: 5 3151
Jumping: 0 E/X-X-E-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	RT	5	5 [DE]	3	6	12	18
1	MRM-10	RT	4	1/m	-	3	8	15
2	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Light PPC	LT	5	5 [DE]	3	6	12	18
1	MRM-10	LT	4	1/m	-	3	8	15
2	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	LB 10-X AC	RA	2	10	-	6	12	18

[DB, C/S/F]

Ammunition Type	Rounds
LRM-10	24
Anti-Missile System	12

Cost: 13,386,022 C-Bills
+42,000 (ammo)

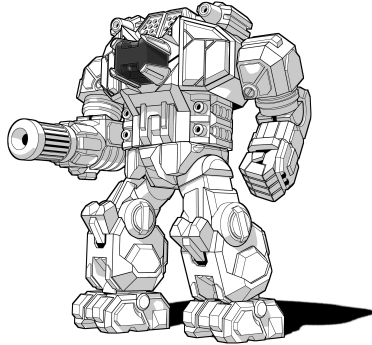
BV: 1,958
Weapon Heat (32,0)
Dissipation (24)

WARRIOR DATA

Name:

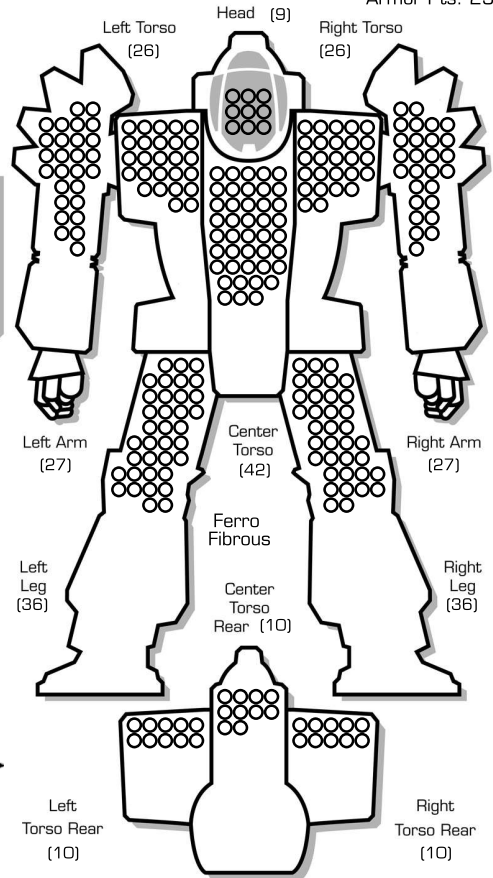
Gunnery Skill: 4 Piloting Skill: 5

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



ARMOR DIAGRAM

Armor Pts: 259



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- MRM-10
- MRM-10
- Medium Laser

- Medium Laser
- Light PPC
- Light PPC
- @MRM 10 (24)
- Roll Again
- Ferro-Fibrous

Left Leg

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

Head

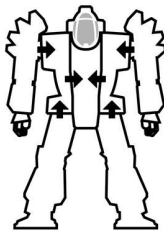
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- @LB 10 X Slug (10)

Right Torso

- MRM-10
- MRM-10
- Medium Laser
- Medium Laser
- Light PPC
- Light PPC

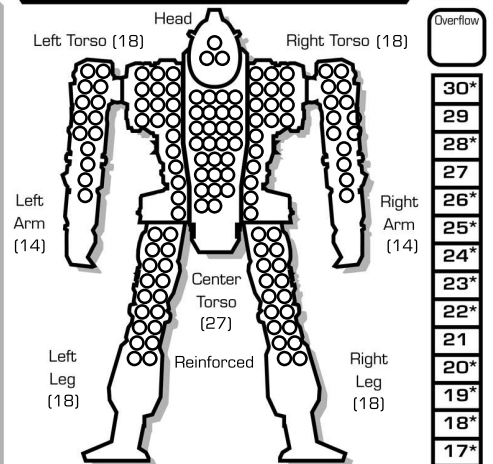
- @MRM 10 (24)
- @LB 10 X Cluster (10)
- Roll Again
- Roll Again
- Roll Again
- Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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	○○○

'MECH RECORD SHEET

Type: Golem GL-44 A

Movement Points:	Tonnage: 85
Walking: 3	Tech Base: Mixed
Running: 5	3151
Jumping: 0	X/X-X-X-X

Weapons & Equipment Inventory	(hexes)
--	----------------

Gty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C3 Computer (Slave)	HD	0	[E]	-	-	-	-
1	ER Small Laser (IS)	CT	2	3 [DE]	-	2	4	5
1	Medium Pulse Laser (C)	CT	4	7 [P]	-	4	8	12
1	LRM-10 (C)	RT	4	1/m	-	7	14	21
2	ER Medium Laser (IS)	RT	5	5 [DE]	-	4	8	12
1	Medium Pulse Laser (C)	CT	4	7 [P]	-	4	8	12
1	LRM-10 (C)	LT	4	1/m	-	7	14	21
2	ER Medium Laser (IS)	LT	5	5 [DE]	-	4	8	12
1	Rotary AC/5 (IS)	RA	1/s	5	-	5	10	15

Ammunition Type	Rounds
LB 10-X (Slug)	10
LB 10-X (Cluster)	10
MRM-10	48

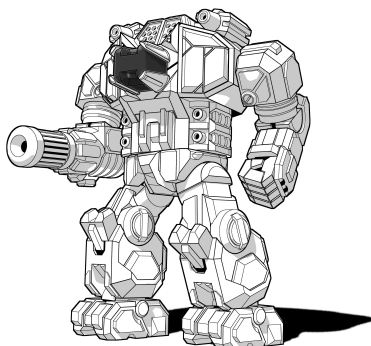
Cost: 14.420.288 C-Bills
+84.000 (ammo)

BV: 2.335
Weapon Heat (46,0)
Dissipation (26)

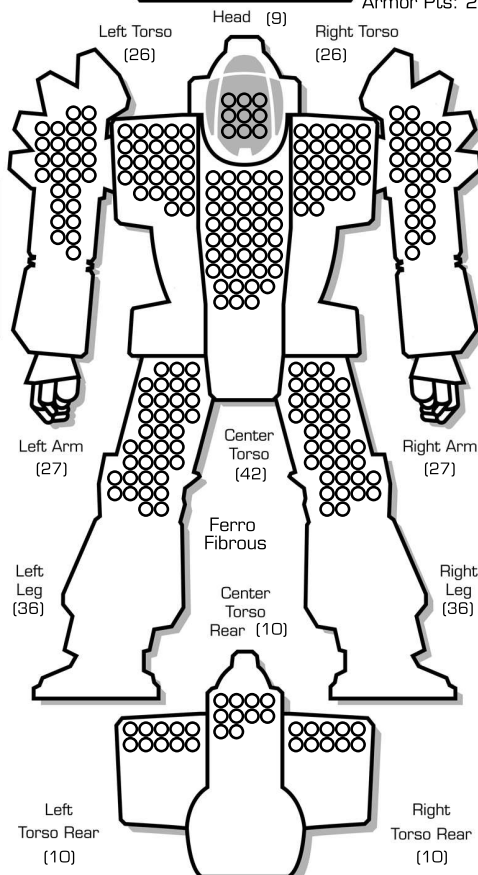
Name:

Gunnery Skill: 4 Piloting Skill: 5

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



Armor Pts: 259



CRITICAL HIT TABLE

Left Arm

- 1-3**
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Ferro-Fibrous
 6. Ferro-Fibrous

- 4-6**
1. Ferro-Fibrous
 2. Ferro-Fibrous
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Ferro-Fibrous

Left Torso

- 1-3
1. Double Heat Sink
 2. Double Heat Sink
 3. Double Heat Sink
 4. LRM-10 (C)
 5. Medium Pulse Laser (C)
 6. ER Medium Laser (IS)

- 4-6
1. ER Medium Laser (IS)
 2. @LRM 10 (12)
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

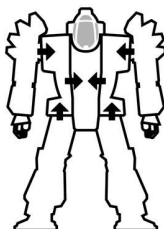
1. Life Support
2. Sensors
3. Cockpit
4. C3 Computer (Slave)
5. Sensors
6. Life Support

Center Torso

- 1-3**
1. Fusion Engine
 2. Fusion Engine
 3. Fusion Engine
 4. Compact Gyro
 5. Compact Gyro
 6. Fusion Engine

- 4-6
1. Fusion Engine
 2. Fusion Engine
 3. Double Heat Sink
 4. Double Heat Sink
 5. Double Heat Sink
 6. ER Small Laser (IS)

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



Damage Transfer Diagram

Right Arm

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. Rotary AC/5 (IS)
 4. Rotary AC/5 (IS)
 5. Rotary AC/5 (IS)
 6. Rotary AC/5 (IS)

- 4-6
1. Rotary AC/5 (IS)
 2. Rotary AC/5 (IS)
 3. LAMS
 4. LAMS
 5. @Rotary AC/5 (20)
 6. @Rotary AC/5 (20)

Right Torso

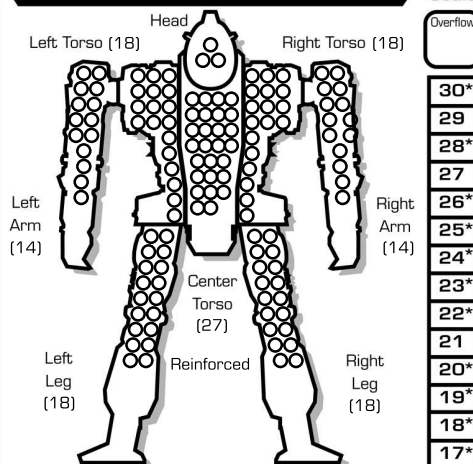
- 1-3. [Double Heat Sink
Double Heat Sink
Double Heat Sink
LRM-10 (C)
Medium Pulse Laser (C)
ER Medium Laser (IS)

- 4-6
1. ER Medium Laser (IS)
 2. @LRM 10 (12)
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM

Heat
Scale

HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
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	

Overflow
30*
29
28*
27
26*
25*
24*
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22*
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19*
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12
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10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Golem GL-44 B

Movement Points: Tonnage: 85
Walking: 3 Tech Base: Inner Sphere
Running: 5 3132
Jumping: 3 E/X-X-F-E

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	HD	1	[PD]	-	-	-	-
1	LRM-10	RT	4	1/m	6	7	14	21
1	ER Medium Laser	RT	5	5 [DE]	-	4	8	12
2	ER Small Laser	RT	2	3 [DE]	-	2	4	5
1	LRM-10	LT	4	1/m	6	7	14	21
1	ER Medium Laser	LT	5	5 [DE]	-	4	8	12
2	ER Small Laser	LT	2	3 [DE]	-	2	4	5
1	Snub-Nose PPC	RA	10	10/8/5 [DE, V]	-	9	13	15
1	Guardian ECM Suite	RA	0	[E]	-	-	-	6
Ammunition Type			Rounds					
Rotary AC/5			40					
LRM-10			24					

Cost: 13,885,522 C-Bills
+62,000 (ammo)

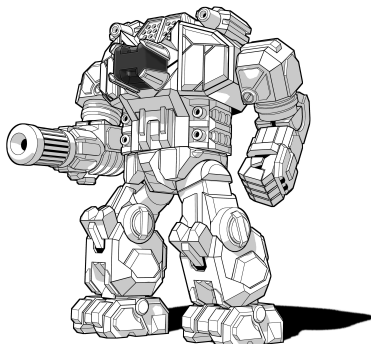
BV: 2,155
Weapon Heat (37,0)
Dissipation (30)

WARRIOR DATA

Name:

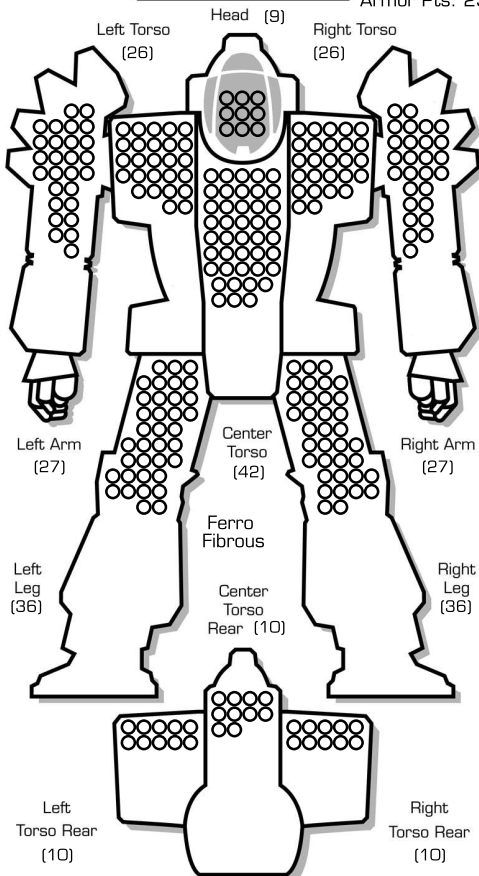
Gunnery Skill: 4 Piloting Skill: 5

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



ARMOR DIAGRAM

Armor Pts: 259



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- Jump Jet
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM-10
- LRM-10

- ER Small Laser
- ER Small Laser
- ER Medium Laser
- @LRM 10 (12)
- Roll Again
- Ferro-Fibrous

Left Leg

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

Head

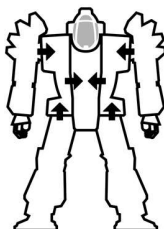
- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

Center Torso

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

- Fusion Engine
- Fusion Engine
- Jump Jet
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Snub-Nose PPC
- Snub-Nose PPC
- Guardian ECM Suite
- Guardian ECM Suite

Right Torso

- Jump Jet
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM-10
- LRM-10

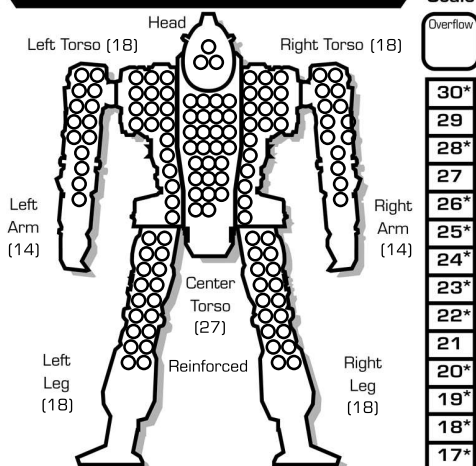
- ER Small Laser
- ER Small Laser
- ER Medium Laser
- @LRM 10 (12)
- @Anti Missile System (12)
- Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
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	○○○○○○○○○○○○○○○○○○○○