BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Golem C

Movement Points:
- **Walking:** 4
- **Running:** 6
- **Jumping:** 0

Tonnage: 90
Tech Base: Clan
3067
F/X-X-D-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RT	4	7 [P]	–	4	8	12
1	LRM-10	RT	4	1/m	–	7	14	21
2	ER Medium Laser	RT	5	7 [DE]	–	5	10	15
1	Medium Pulse Laser	LT	4	7 [P]	–	4	8	12
1	LRM-10	LT	4	1/m	–	7	14	21
2	ER Medium Laser	LT	5	7 [DE]	–	5	10	15
1	Ultra AC/20	RA	7/s	20 [DB, R/C/R2]	–	4	8	12

Ammunition Type	Rounds
Ultra AC/20	15
LRM-10	24

Cost: 23.081.580 C-Bills +120.000 (ammo)

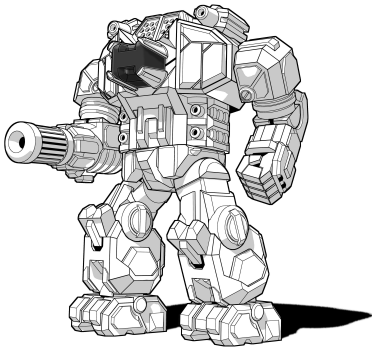
BV: 2.642
Weapon Heat (43,0)
Dissipation (40)

WARRIOR DATA

Name:

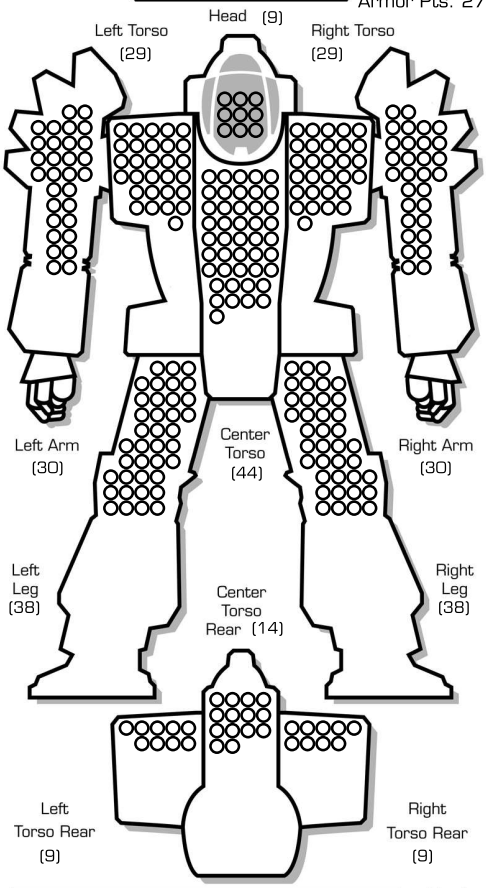
Gunnery Skill: 4 **Piloting Skill:** 5

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



ARMOR DIAGRAM

Armor Pts: 279



CRITICAL HIT TABLE

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

Left Torso (CASE)

1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. LRM-10
6. @LRM 10 (12)

4-6:
1. Medium Pulse Laser
2. ER Medium Laser
3. ER Medium Laser
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. Double Heat Sink
6. Double Heat Sink

Head

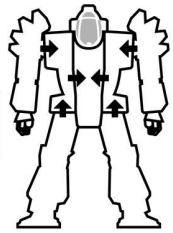
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

4-6:
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. @Ultra AC/20 (5)

Right Torso (CASE)

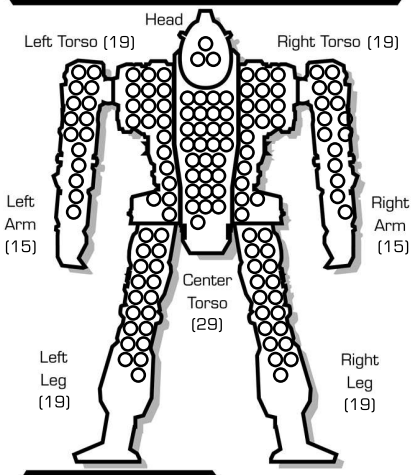
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. LRM-10
6. @LRM 10 (12)

4-6:
1. @Ultra AC/20 (5)
2. @Ultra AC/20 (5)
3. Medium Pulse Laser
4. ER Medium Laser
5. ER Medium Laser
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 20 (40) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	O O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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