

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)

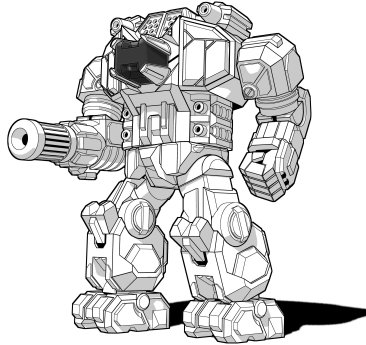
BV: 2,336
Weapon Heat (51,0)
Dissipation (44)

WARRIOR DATA

Name:

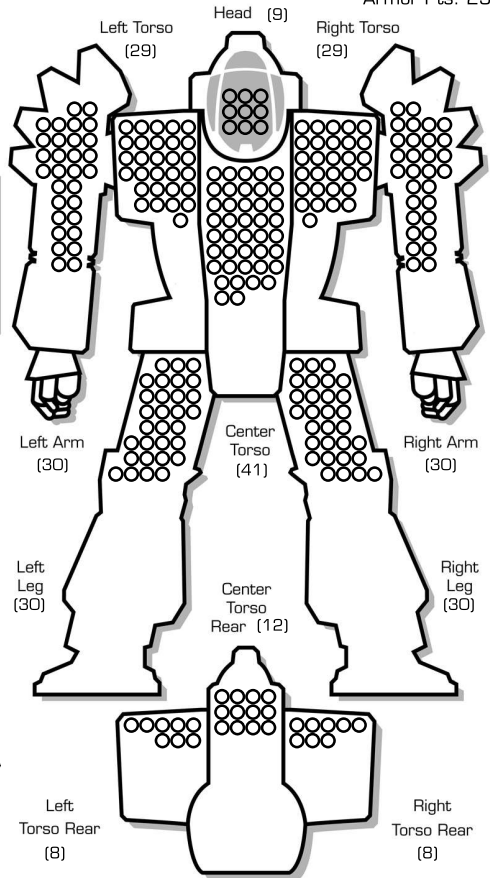
Gunnery Skill: 4 Piloting Skill: 5

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

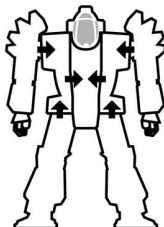
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

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

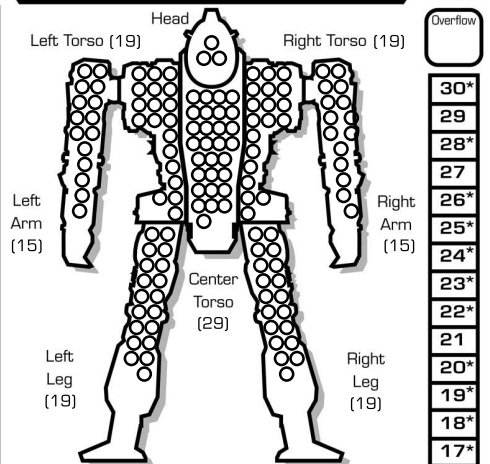
- 1-3
- Light Fusion Engine
 - Light Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- Double Heat Sink
 - Double Heat Sink
 - LRM-10 (C)
 - Medium Pulse Laser (C)
 - ER Medium Laser (IS)
 - ER Medium Laser (IS)

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	○ ○ ○ ○