

# 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             |     |     |     |     |

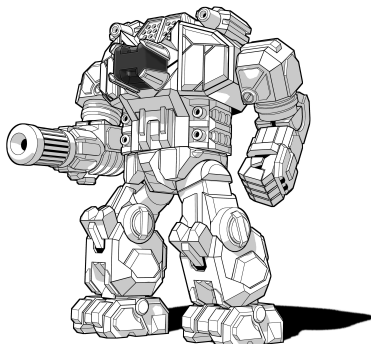
Cost: 13,885,522 C-Bills  
+62,000 (ammo)

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

### WARRIOR DATA

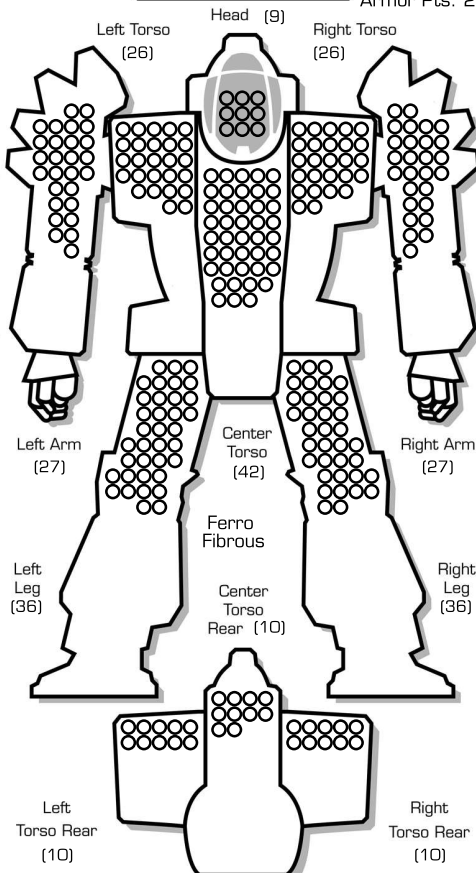
Name:  
Gunnery Skill: 4 Piloting Skill: 5  
Hits Taken  
Consciousness#

|   |   |   |    |    |      |
|---|---|---|----|----|------|
| 1 | 2 | 3 | 4  | 5  | 6    |
| 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

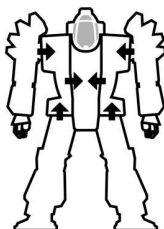
- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- Sensors
- Life Support

#### 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

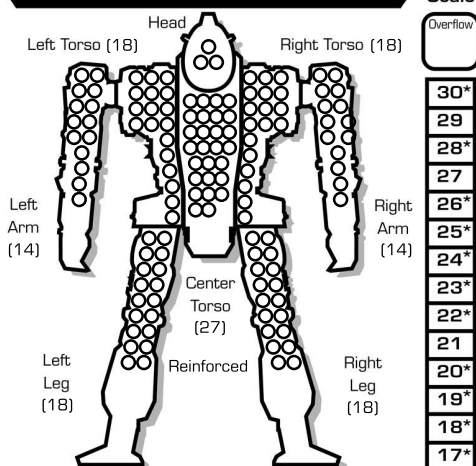
- ER Small Laser
- ER Small Laser
- ER Medium Laser
- @LRM 10 (12)
- @Anti Missile System (12)
- Ferro-Fibrous

#### 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     | ○○○○○○○○○○○○○○○○○○○○       |