

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)

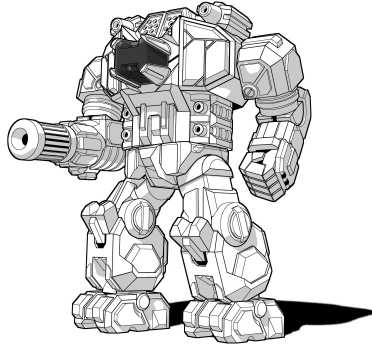
BV: 1,823
Weapon Heat (25,0)
Dissipation (22)

WARRIOR DATA

Name:

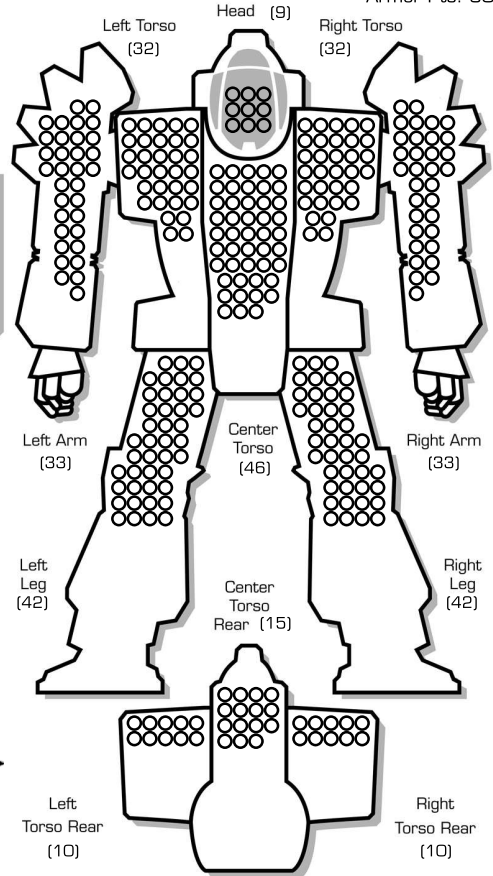
Gunnery Skill: 4 Piloting Skill: 5

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

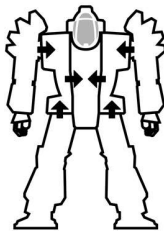
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Heat Sink

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

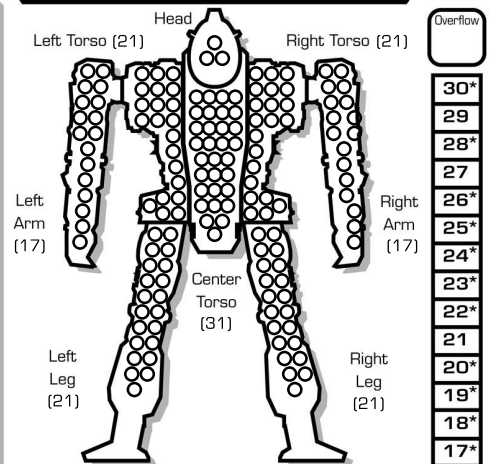
- Small Laser
- Small Laser
- @AC/20 (5)
- @AC/20 (5)
- @AC/20 (5)
- Roll Again

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	○○○○