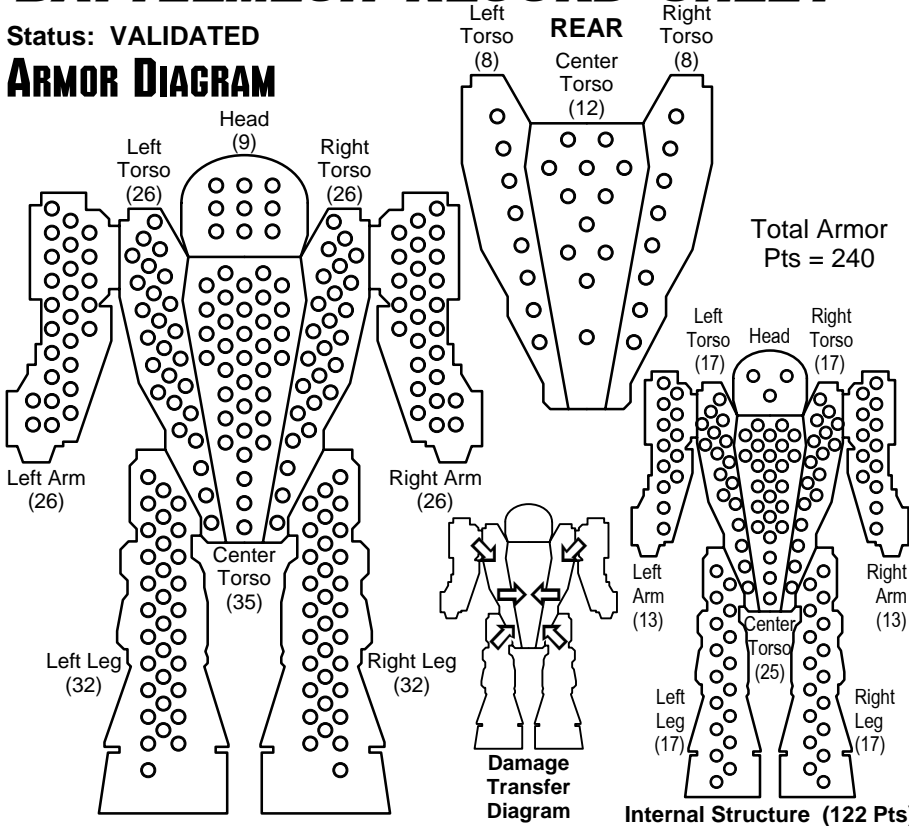


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 240

Internal Structure (122 Pts)

'MECH DATA

Type: **Gargoyle Mk1 B**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**

Clan

Running: **8**

Biped OmniMech

Jumping: **0**

Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15	2	7	15	22
3	ER Medium Laser	LA	5	7	-	5	10	15
1	Streak SRM 6	LA	4	2/hit	-	4	8	12
1	LRM 15 w/ Artemis IV LT		5	1/hit	-	7	14	21
1	ECM Suite	CT	0	-	-	-	-	6
1	Anti-Missile System HD		1	2d6	-	-	-	-

Ammo Type: Rounds: BV:

Ammo Type	Rounds	BV
Gauss Rifle	16	90
Streak SRM 6	15	21
LRM 15	16	58
Anti-Missile System	24	27

Total Heat Sinks: 10 Double (20)

○○○○○○○○○○

Auto Eject:

Operational Disabled

Weapon Heat:

(26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	



Left Arm (CASE)

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

1. ER Medium Laser
 2. ER Medium Laser
 3. ER Medium Laser
 4. Streak SRM 6
 5. Streak SRM 6
 6. Ammo (Streak 6) 15
- 4-6

Left Torso (CASE)

1. XL Engine
 2. XL Engine
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Ammo (AMS) 24
- 1-3

1. LRM 15
 2. LRM 15
 3. Artemis IV FCS
 4. Ammo (LRM 15) 8
 5. Ammo (LRM 15) 8
 6. Roll Again
- 4-6

Left Leg

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

CRITICAL HIT TABLE

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. ECM Suite
6. Roll Again

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

Battle Value: **2,369**

Weapon Value: **3,442 / 3,140**

Cost, C-Bills: **27,932,249**

Right Arm (CASE)

1. Shoulder
 2. Upper Arm Actuator
 3. Endo Steel
 4. Endo Steel
 5. Endo Steel
 6. Endo Steel
- 1-3

1. Gauss Rifle
 2. Gauss Rifle
 3. Gauss Rifle
 4. Gauss Rifle
 5. Gauss Rifle
 6. Gauss Rifle
- 4-6

Right Torso

1. XL Engine
 2. XL Engine
 3. Endo Steel
 4. Endo Steel
 5. Endo Steel
 6. Ammo (Gauss) 8
- 1-3

1. Ammo (Gauss) 8
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Right Leg

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