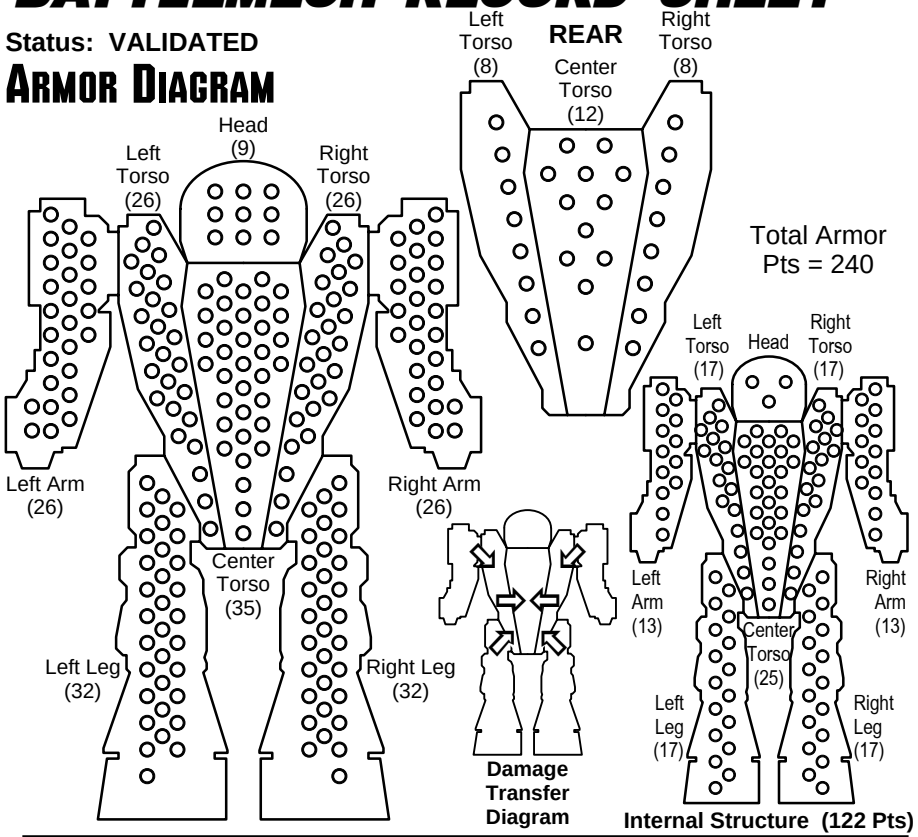
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 240

'MECH DATA

Type: Gargoyle Mk1 C
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	Ultra AC/20	RA	7	20	-	4	8	12
6	ER Medium Laser	LA	5	7	-	5	10	15
1	Anti-Missile System	HD	1	2d6	-	-	-	-
1	Anti-Personnel Pod	LL	0	-	-	-	-	-
1	ECM Suite	LL	0	-	-	-	-	6
2	Anti-Personnel Pod	RL	0	-	-	-	-	-

Ammo Type:	Rounds:	BV:
Ultra AC/20	15	144
Anti-Missile System	24	27

Total Heat Sinks: 15 Double (30)
○○○○○○○○○○○ ○○○○○

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (45)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

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

4-6
1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

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

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Anti-Personnel Pod
6. ECM Suite

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

Center Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Double Heat Sink
6. Double Heat Sink

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

Battle Value: **2,212**
Weapon Value: **3,077 / 3,077**
Cost, C-Bills: **27,607,124**

Right Arm (CASE)
1-3
1. Shoulder
2. Upper Arm Actuator
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6
1. Ammo (Ult AC/20) 5
2. Ammo (Ult AC/20) 5
3. Ammo (Ult AC/20) 5
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

Right Torso
1-3
1. XL Engine
2. XL Engine
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. Ultra AC/20 (Cont)

4-6
1. Ultra AC/20 (Cont)
2. Ultra AC/20 (Cont)
3. Ultra AC/20 (Cont)
4. Ultra AC/20 (Cont)
5. Double Heat Sink
6. Double Heat Sink

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Anti-Personnel Pod
6. Anti-Personnel Pod

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	

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