

'MECH RECORD SHEET

Type: Golem GL-24TK

Movement Points:	Tonnage: 90
Walking: 4	Tech Base: Mixed
Running: 6	3085
Jumping: 0	X/X-X-X-X

Weapons & Equipment Inventory	(hexes)
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Gty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	HD	1	[PD]	-	-	-	-
1	Medium Pulse Laser	ORT	4	7 [P]	-	4	8	12
1	LRM-10 (IS)	RT	4	1/m	6	7	14	21
2	ER Small Laser (IS)	RT	2	3 [DE]	-	2	4	5
1	Medium Pulse Laser	QIT	4	7 [P]	-	4	8	12
1	LRM-10 (IS)	LT	4	1/m	6	7	14	21
2	ER Small Laser (IS)	LT	2	3 [DE]	-	2	4	5
1	ECM Suite	LT	0	[E]	-	-	-	6
1	Heavy PPC (IS)	RA	15	15 [DE]	3	6	12	18

Ammunition Type	Rounds
Anti-Missile System	12
IRM-10	24

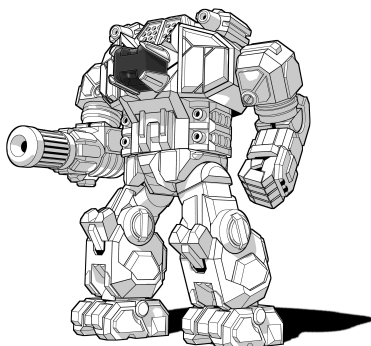
Cost: 18.459.260 C-Bills
+62.000 (ammo)

BV: 2.083
Weapon Heat (40,0)
Dissipation (34)

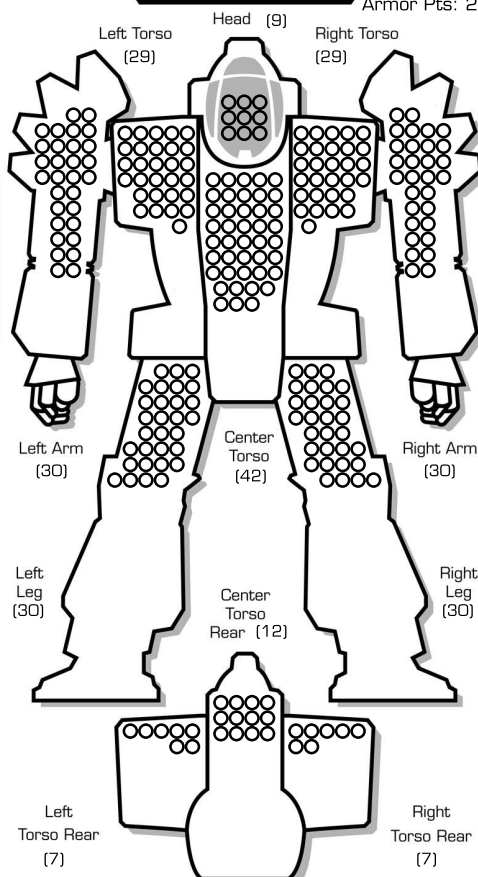
Name:

Gunnery Skill: 4 Piloting Skill: 5

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



Armor Pts: 255



CRITICAL HIT TABLE

Left Arm

- 1-3**
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Roll Again
 6. Endo-Steel

- 4-6
1. Endo-Steel
 2. Endo-Steel
 3. Endo-Steel
 4. Endo-Steel
 5. Endo-Steel
 6. Endo-Steel

Left Torso

- 1-3
1. Light Fusion Engine
 2. Light Fusion Engine
 3. Double Heat Sink
 4. Double Heat Sink
 5. Double Heat Sink
 6. LRM-10 (IS)
- 4-6
1. LRM-10 (IS)
 2. Medium Pulse Laser (C)
 3. ER Small Laser (IS)
 4. ER Small Laser (IS)
 5. ECM Suite
 6. Endo-Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. @LRM 10 (12)
6. Endo-Steel

Head

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

Center Torso

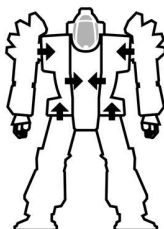
- 1-3**

 1. Light Fusion Engine
 2. Light Fusion Engine
 3. Light Fusion Engine
 4. Gyro
 5. Gyro
 6. Gyro

4-6

 1. Gyro
 2. Light Fusion Engine
 3. Light Fusion Engine
 4. Light Fusion Engine
 5. @Anti Missile System [12]
 6. Endo-Steel

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



Damage Transfer Diagram

Right Arm

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Double Heat Sink
 6. Double Heat Sink

- 4-6
1. Double Heat Sink
 2. Heavy PPC (IS)
 3. Heavy PPC (IS)
 4. Heavy PPC (IS)
 5. Heavy PPC (IS)
 6. Endo-Steel

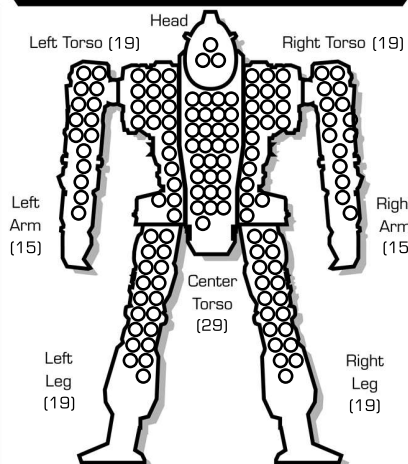
Right Torso

- 1-3
1. Light Fusion Engine
 2. Light Fusion Engine
 3. Double Heat Sink
 4. Double Heat Sink
 5. Double Heat Sink
 6. LRM-10 (IS)
- 4-6
1. LRM-10 (IS)
 2. Medium Pulse Laser (C)
 3. ER Small Laser (IS)
 4. ER Small Laser (IS)
 5. Endo-Steel
 6. Endo-Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. @LRM 10 (12)
6. Endo-Steel

INTERNAL STRUCTURE DIAGRAM

Heat
Scale

HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) 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	○ ○

Overflow
30*
29
28*
27
26*
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