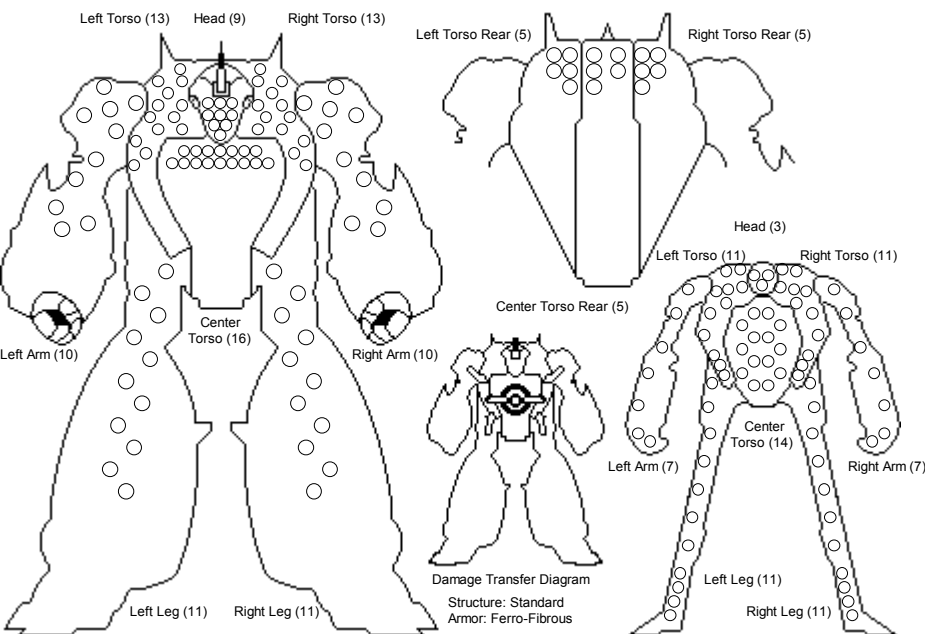




Weapon Range Data (hexes)

Weapon	BTH mod	Heat	Dam	Min	Short	Med	Long
AMS	-	1	1	-	-	-	-
Gauss Rifle	-	1	15	2	7	15	22
Medium Laser (x2)	-	3	5	-	3	6	9
SRM 4 (x2)	-	3	2	-	3	6	9

ELP-X5 Elephant

Tech Base: Inner Sphere - Level 2
Mech Type: Biped
Tonnage: 45

Movement:

Walking: 4
Running: 6
Jumping: 0

Weapons and Equipment

#	Type	Loc
1	SRM 4	LA
1	Gauss Rifle	LT
1	Medium Laser	LT
1	Medium Laser	RT
1	AMS	RT
1	SRM 4	RA

Ammo

AMS Ammo (12)
Gauss Rifle Ammo (16)
SRM 4 Ammo (25)

Max weapon heat: 14
Max heat dissipation: 20
Heat sink type: Double
OOOOOOOOO

Pilot Name:

Gunnery: Piloting:

Hits Taken:

1st 2nd 3rd 4th 5th 6th
(3) (5) (7) (10) (11) (Dead)

Critical Hit Table

Left Arm 1. Shoulder 2. Upper Arm Actuator 3. SRM 4 4. <i>Ferro-Fibrous Armor</i> 5. <i>Ferro-Fibrous Armor</i> 6. <i>Ferro-Fibrous Armor</i> 1. <i>Ferro-Fibrous Armor</i> 2. <i>Ferro-Fibrous Armor</i> 3. <i>Ferro-Fibrous Armor</i> 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink Left Torso 1. XL Engine 2. XL Engine 3. XL Engine 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle 1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle 5. Medium Laser 6. <i>Ferro-Fibrous Armor</i> Left Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. <i>Roll Again</i> 6. <i>Roll Again</i>	Head 1. Life Support 2. Sensors 3. Cockpit 4. <i>Roll Again</i> 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. @Gauss Rifle (8) 6. @Gauss Rifle (8) Engine hits: OOO Gyro hits: OO Sensor hits: OO Life Support hits: O Battle Value: 999 Cost: 6 013 875	Right Arm 1. Shoulder 2. Upper Arm Actuator 3. SRM 4 4. <i>Ferro-Fibrous Armor</i> 5. <i>Ferro-Fibrous Armor</i> 6. <i>Ferro-Fibrous Armor</i> 1. <i>Ferro-Fibrous Armor</i> 2. <i>Ferro-Fibrous Armor</i> 3. <i>Ferro-Fibrous Armor</i> 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink Right Torso [CASE] 1. XL Engine 2. XL Engine 3. XL Engine 4. Medium Laser 5. AMS 6. @AMS (12) 1. @SRM 4 (25) 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. <i>Ferro-Fibrous Armor</i> 6. CASE Right Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. <i>Roll Again</i> 6. <i>Roll Again</i>
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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
_ [09]
_ [08] +1 Modifier to fire
_ [07]
_ [06]
_ [05] -1 Movement points
_ [04]
_ [03]
_ [02]
_ [01]
_ [00]