

BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 247

ARMOR DIAGRAM

Patchwork

'MECH DATA

Type: Zeus-X ZEU-X

Movement Points: **Tonnage:** 80

Walking: 5 **Tech Base:** Inner Sphere

Running: 8 **Rules Level:** Experimental

Jumping: 0 **Role:** Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	CT	6	6	-	3	6	9
1	Medium X-Pulse Laser	LT	6	6	-	3	6	9
1	MRM 30	RA	10	1/Msl	-	3	8	15
1	LB 20-X AC	LA/LT	6	20	-	4	8	12

BV: 2,119



WARRIOR DATA

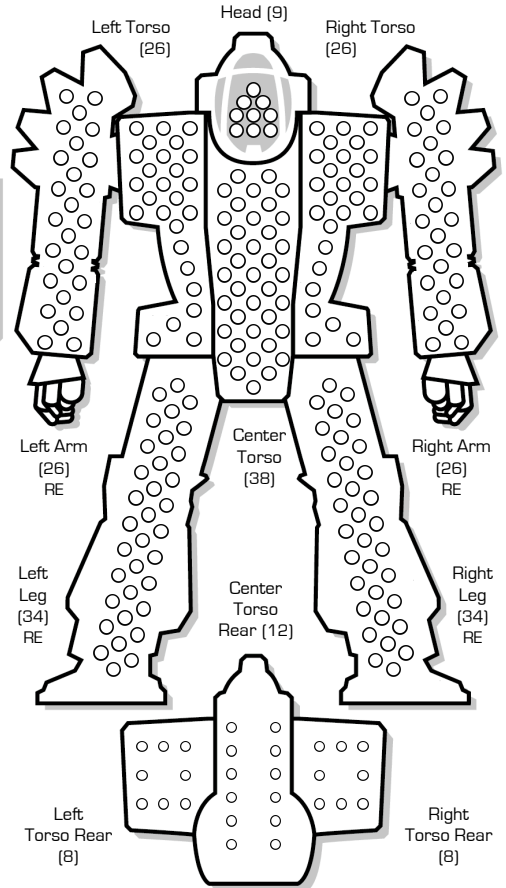
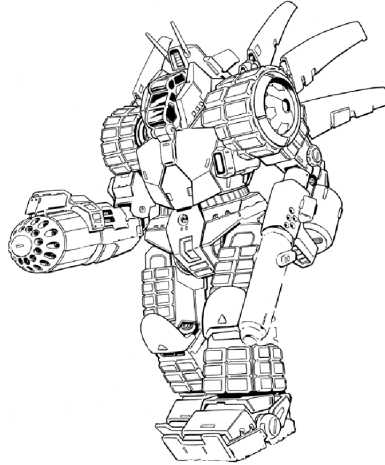
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness#



CRITICAL HIT TABLE

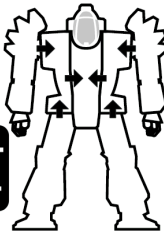
Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator	4. LB 20-X AC 5. LB 20-X AC 6. LB 20-X AC
Center Torso	1. LB 20-X AC 2. LB 20-X AC 3. LB 20-X AC	4. Reactive 5. Reactive 6. Roll Again
Left Torso	1. XXL Engine 2. XXL Engine 3. XXL Engine 4. XXL Engine 5. XXL Engine 6. XXL Engine	1. LB 20-X AC 2. LB 20-X AC 3. LB 20-X AC 4. LB 20-X AC 5. LB 20-X AC 6. Medium X-Pulse Laser
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator	5. Reactive 6. Reactive
Head	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator	4. MRM 30 5. MRM 30 6. MRM 30
Center Torso	1. XXL Engine 2. XXL Engine 3. XXL Engine	4. Gyro 5. Gyro 6. Gyro
Right Torso	1. XXL Engine 2. XXL Engine 3. XXL Engine 4. XXL Engine 5. XXL Engine 6. XXL Engine	1. MRM 30 2. MRM 30 3. Reactive 4. Reactive 5. Roll Again 6. Roll Again
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator	5. Reactive 6. Reactive

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 [24]
28	Ammo Exp. avoid on 8+	Double ○○
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	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0